No. 10 January 1984

IMAGINE™

Adventure Games Magazine

£1.00

DUNGEONS & DRAGONS competition

Win £40 worth of game products

plus news, reviews and an AD&D™ game scenario

One mistake and you're just one more piece of debris

Knight Hawks from TSR

Space is big, cold and hostile. There is nobody to run to for help. You are on your own. Only the very best can survive in TSR's Knight Hawks science fiction game. Are you up to the challenge? The pilot of the sleek fighter, the gunner in a space dreadnought, the navigator on the jump to Prenglar. All these challenges and more are available with this expansion kit for the STAR FRONTIERS™ game.
(And Knight Hawks is also a great game in its own right).

The game features:

* New space skills.
* Detailed aspects of interstellar travel, financing and constructing a star ship, etc.
* Plenty of new rules material including traditional science fiction elements.

Ask your games retailer for details or contact

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

STAR FRONTIERS is a trade mark owned by TSR Hobbies Inc.

IMAGINE™

No. 10 January 1984

Published by TSR UK Ltd

Publisher ..... **Don Turnbull**
Editor ..... Keith Thomson
Assistant Editor ..... Paul Cockburn
Editorial Assistant ..... Kim Daniel
Features Assistant ... Mike Brunton
Art ..... Phil Kaye
News ..... Doug Cowie

This month's contributing artists:

Bob Lazell Paul Ruiz Ed Dovey
Shoo Rayner Pete Young
Runic Press International
Ian Williamson

Photos by Wendy Graham & Ian Knight

IMAGINE™ magazine is published monthly by TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD. Telephone: (0223) 212517. Telex: 818761.

IMAGINE magazine is available from all good hobby shops and newsagents. It is also available direct from the publisher by individual subscription. The subscription rate is £12 for twelve issues.

Back issues of IMAGINE magazine, where still available, can be bought directly from the publisher for the price of £1.00 (plus 50p postage and packing). Payment must accompany all orders. If one or more issues in an order are out of print, a credit note will be substituted which may be exchanged for cash or merchandise from the publisher.

The issue of expiration for each subscription will be printed on the subscriber's mailing label. Changes of address must be notified to the publisher at least 30 days before the effective change to ensure uninterrupted delivery.

All material published in IMAGINE magazine becomes the exclusive property of the publisher prior to publication, unless special arrangements are made to the contrary in writing.

IMAGINE magazine welcomes unsolicited submissions of written material and artwork at all times. However, no submissions will be returned unless accompanied by a stamped, self-addressed envelope of sufficient size and postage. Written material should be typed, double-spaced, on one side only of numbered A4 pages. Under no circumstances will the publisher accept responsibility for any such submissions. Published material will be paid for.

IMAGINE is a trade mark owned by TSR Inc. All rights on the publication of this magazine are reserved, and nothing may be reproduced in whole or in part without the written consent of the publisher. Copyright ©1984 by TSR UK Ltd.

IMAGINE magazine gratefully acknowledges the support offered by its sister publication, DRAGON® magazine, published by our parent company TSR Inc, PO Box 756, Lake Geneva, Wisconsin 53147, USA. Articles appearing in IMAGINE magazine may have previously appeared in that publication.

Editorial

Considering that getting up in the morning is usually the extent of my forward planning, it seems very strange to be sitting here writing about our plans for IMAGINE™ magazine over the next few months. But, then again, I am also notorious for my inability to keep good news to myself, so — no sympathy for post-Christmas readers — here goes.

You'll have noticed a few changes sneaking in already, for example, the new look **Nic Novice**, the arrival of **Dialog** and the overall fuller look to the magazine. These alterations are paving the way for a major initiative, that, in the spring, will make **IMAGINE** magazine the widest circulation UK gaming magazine. You'll find us all over the place, in W H Smiths, in your corner newsagent, and of course, in your nearest hobby shop. We're lining up some pretty amazing issues to give you, and all the new readers, plenty of top-quality reading matter. Want a few details? OK!

11 Our micro coverage goes monthly and on to two pages — **Imagination Machine** will bring out all the latest news and reviews on computer gaming. And look out for two important additions to the AD&D™ game, the **Cavalier** sub-class, and the **Social Status** tables.

12 Another story from one of Britain's rising stars of SF — Dave Langford — called **Lost Event Horizon**, a free mini-game, plus two scenarios and lots of features.

13 Superstitious? Not an issue for the faint-at-heart, with a feature and scenario from the **Call of Cthulhu** game; a grim, gothic scenario for the AD&D game; eerie fiction and an article on the master of terror, H P Lovecraft.

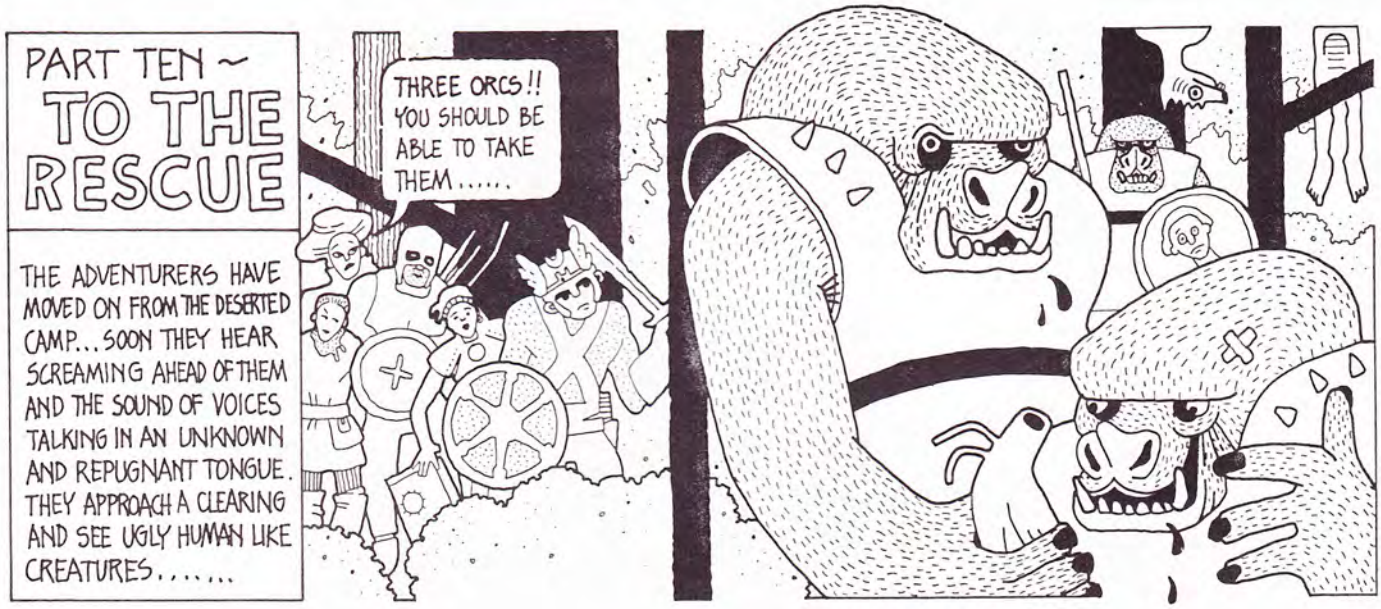
14 From peril on earth, to adventure in space! Bryan Talbot, author of the brilliant **Luther Arkwright** comic strip, brings his hero to life in an exciting adventure for the **Traveller** game.

And later on, we hope to bring you a Superheroes special, and issues featuring the work of Michael Moorcock and Joy Chant. Make no mistake, not only is **IMAGINE** magazine going to be No. 1 — it's going to stay there! ***Paul Cockburn***

Contents

The Adventures of Nic Novice,
our feature for the new player, by Jim Bambra and Paul Ruiz 2
Astral Winds, by Garfield Mark 4
Stirge Corner, by Roger Musson, a guide for the inexperienced player 5
Phantasmal Forces, by Chris Felton
advice for DMs and players on the use of the **Phantasmal Force** spell 6
The Philosopher's Stone, Part III of our prize competition, with results of part II ... 9
Starwing and Enler, a thought-provoking story by Hilary Robinson 13
Illuminations, news from the world of games 19
Thunder Crag, an adventure for 5-7th level players of the AD&D game 21
Players Association News,
a magazine within a magazine, edited by Mike Brunton
PAN Pipings 31
Dispel Confusion 32
Turnbull Talking 32
Dialog, by Lew Pulsipher 33
Rubic of Moggedon 34
Chain Mail, Brian Creese continues his tour of postal games with **Railway Rivals** ... 35
Film Review, by Colin Greenland 37
Tavern Talk, by Pete Tamlyn 38
Fanzine Reviews 38
Snooker in the AD&D game, by Ian Birkle. No, really, snooker 40
Games Day Report, Club News and Forthcoming Events 41
Game Reviews, adventure games under the spotlight 42
The Sword of Alabron, Cartoon Adventure by Ian Williamson 46
BL Spec 36, by Bob Lazell ..... cover

THE ADVENTURES OF NIC


PART TEN ~
TO THE RESCUE
THE ADVENTURERS HAVE MOVED ON FROM THE DESERTED CAMP... SOON THEY HEAR SCREAMING AHEAD OF THEM AND THE SOUND OF VOICES TALKING IN AN UNKNOWN AND REPUGNANT TONGUE. THEY APPROACH A CLEARING AND SEE UGLY HUMAN LIKE CREATURES.....
THREE ORCS!! YOU SHOULD BE ABLE TO TAKE THEM.....

Participants in fantasy role-playing games play the parts of fearless fighters, devout clerics, spell casting magic users and cunning thieves in many exciting and unique adventures. The following is part of an account of a Basic DUNGEONS & DRAGONS® game, in which the players are hot on the trail of a band of marauding orcs. They are now approaching a clearing in a wood. Sue, the referee or Dungeon Master, has previously prepared the adventure and runs it with reference to the rules.

The players and their characters are:

*Nic – **Norva Ironarms** (1st level fighter)*
*Jon – **Brumhold** (1st level fighter)*
*Anne – **Jolinda** (1st level cleric)*
*Terry – **Lemmy** (2nd level thief)*
*Alan – **Sarak** (1st level magic user)*

Sue, after checking her notes for the encounter, tells the players what they can see: 'Ahead in the clearing you see three ugly human-like creatures with pig's faces. They are wearing leather armour and carry shields which have purple heads crudely painted on them. One of the orcs has pinned a smaller dog-like humanoid against a tree with a spear. The creature is screaming in fear and pain'.

Sarak, recognising the creature from the description, tells the others that it is a kobold.

As normal at the start of an encounter, Sue secretly rolls dice for surprise. These show that the orcs have not noticed the party. She continues with her description:

'At the right of the clearing, another kobold is suspended by its feet from a tree. The other two orcs are laughing and drinking from a wineskin beneath it. There has obviously been a fight here, for another four kobolds and an orc lie dead on the ground. It is getting dark fast as evening approaches.'

Anne asks whether the orcs have noticed the party's approach.

Sue — 'No. They are oblivious to your presence.'

Jon's portrayal of Brumhold as a fearless and honourable fighter has made Terry realise that Brumhold can be made a figure of fun. She also sees it as a way for Lemmy to get back at Brumhold for the disparaging remarks he made earlier about thieves. A friendly argument breaks out between the two.

Lemmy — 'Well, muscle head. There's the helpless victim you wanted to save. A mangy kobold!'

Brumhold — 'You talking to me, thief?'

Lemmy — 'Yeah! What are you waiting for? Get in there and rescue it.'

Jolinda, fearing that the orcs will overhear the argument, warns them to be quiet. She points out that there may well be more orcs nearby. It would be for the best to deal with these three as soon as possible. Brumhold begins to argue with her. But she states firmly that chaotic creatures know no honour themselves and deserve to die. Her sect believes that only when chaos is destroyed can the world know peace.

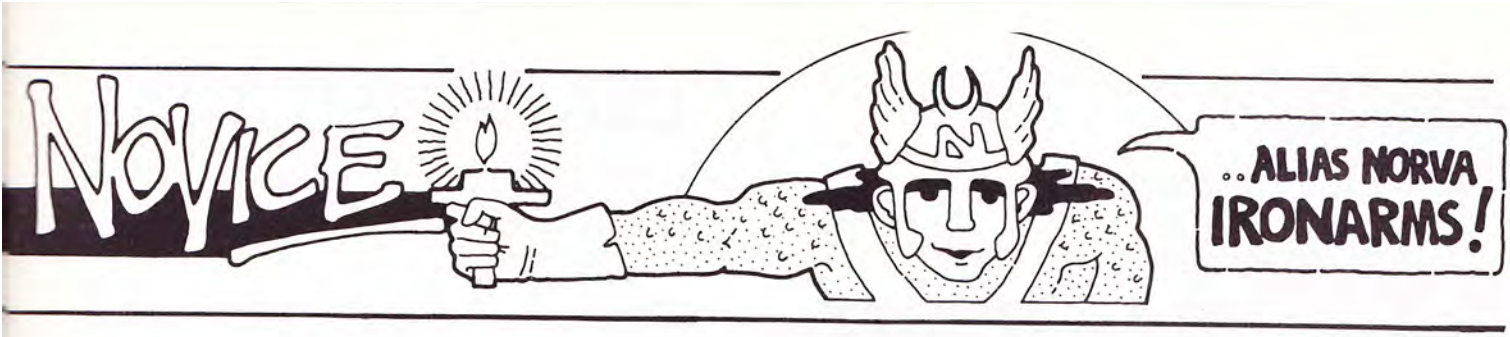
Meanwhile Sarak has been weighing the scene. Alan asks Sue how far they are away from the orcs.

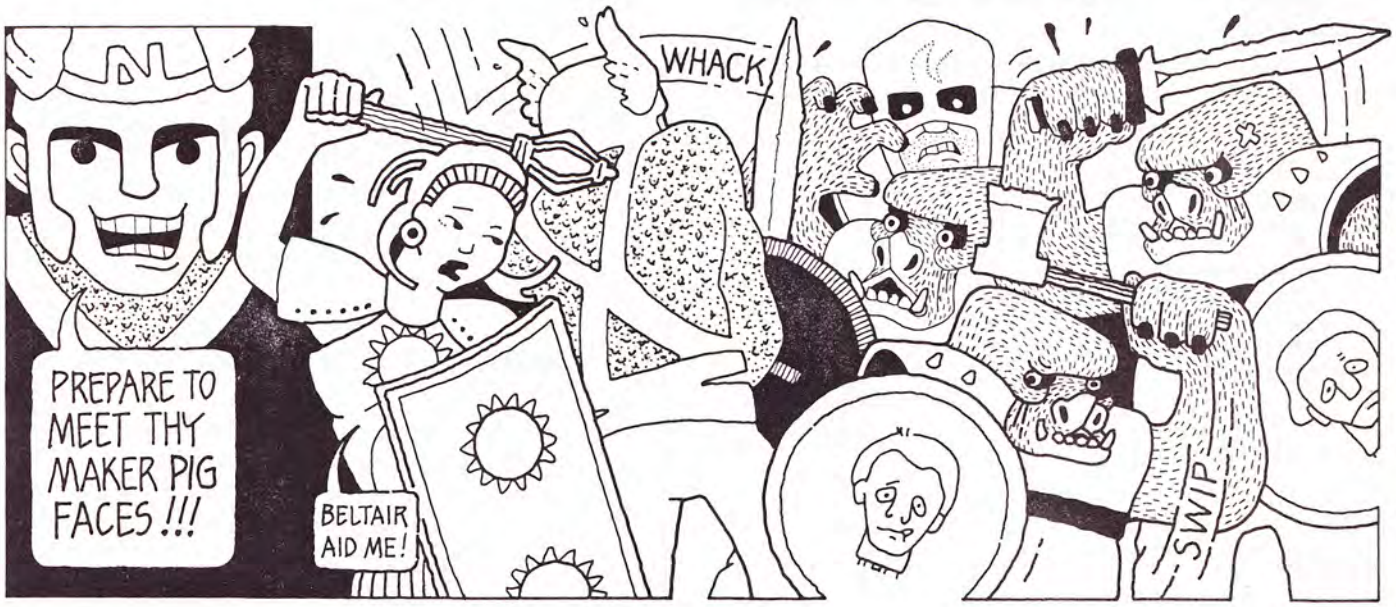
Sue has a map of the clearing, showing its size and the relative positions of the orcs. Using this it is an easy matter for her to judge the distance between the players and the orcs. She informs him that the nearest orc is 25 feet away.

Jolinda suggests that Sarak uses his **sleep** spell, so they can deal with the orcs quickly.

Sarak — 'No, I want to save it. Once I've cast it I don't get another one until tomorrow. Besides, there's only three of them. You and the fighters should be able to handle it. I'll keep my spell in case we meet more later.'

Having put aside their differences for now, the players work out their plan of action.





Brumhold, Norva and Jolinda move quickly into the clearing with Lemmy following behind them. Sarak stays back in the trees with his **sleep** spell ready, in case any more orcs appear.

Sue has decided that because the players have taken such a long time to come to a decision, their original surprise has been lost. As they run into the clearing, the orcs see them and prepare to fight: 'As you come into the clearing the orcs spot you. The one with the spear snatches a handaxe from its belt and prepares to throw it while the other two grab their weapons. You are still out of hand-to-hand range.'

Lemmy — 'I'm stopping and throwing a dagger at the one with the spear.'

The other three decide to keep moving so they will be close enough to attack next round.

Sue rolls initiative to see who goes first. She gets a 5, Terry rolls a 1, so the orc gets to throw its handaxe first. The other players groan with despair.

Sue's encounter description lists the orcs' statistics. Brumhold is running at the orc so it throws the axe at him. Being a 1 Hit Dice monster, it needs a 17 to hit AC2 — Brumhold's plate armour and shield. Sue, rolling for the orc, gets a 2. A clear miss.

From the combat table, Sue sees that Terry needs to roll over 13 on a d20 to hit AC6 — the orc's leather armour and shield.

Terry — 'I've rolled a 12, plus 2 for my high dexterity, 14 all together. Do I get any adds for the range?'

Sue — 'No, you are at medium range so you only add your dexterity. You still hit.'

Terry rolls for damage and gets a 2. Sue takes Lemmy's damage off the orc's hit points. It now has 3 left, so Sue tells Terry that it is wounded but still able to fight. Lemmy cannot resist taunting Brumhold. 'I've softened it up for you, muscle head. Even you should be able to kill it now.'

Next round Norva, Brumhold and Jolinda are close enough to attack. Lemmy, rather than joining the combat, elects to try and sneak behind the orcs so she can be in a position to stab one of them in the back. Sue rolls initiative and gets a 3.

Nic — 'I'll roll. A 5! We won!'

Sue — 'Okay, now roll "to hit".'

Nic — '11, plus 3 for my Strength of 18.'

Sue — 'You hit easily. Throw for damage.'

Nic — 'A 4, plus 3 for my Strength, making 7. It must be dead!'

Sue — 'The orc staggers as you hit it but it does not die.' Norva has taken on an orc with 8 hit points so even after taking 7 hits it is still alive with 1hp remaining.

Brumhold is more successful; he kills his weakened opponent. Jolinda misses hers. As the orcs have taken a casualty, Sue makes a morale check for them. They need an 8 or less thrown on 2d6 to stay and fight: a 5 is rolled so they stand their ground. Unfortunately for the orcs they both miss.

At the beginning of the next round, initiative is rolled and the players win. Between them they quickly kill the orcs.

Sue tells the players that it is now dark. Sarak joins the others in the clearing as Jolinda lights a torch. Lemmy starts to search the bodies, watched carefully by Brumhold who fears that she will pocket most of what she finds.

Norva watches the surrounding woods, wary of more orcs. Nic is now getting an idea of what to expect. Just as they jumped the orcs, something could easily jump them. The woods, dark and forbidding by day, took on an even more oppressive atmosphere by night. Well, let them come. He had won his first fight and was confident that he would win many more. The forces of chaos would learn to tremble at the mention of Norva Ironarms.

Next month - The prisoner

BY JIM BAMBRA AND PAUL RUIZ

Warriors, Thieves, Paladins and Wizards unite!

Subscribe now to

IMAGINE™

adventure games magazine

Complete role-playing game adventure in every issue!

12 Months Subscription Rates:

UK & Ireland — £12	(post free delivery)
USA (AIR) — $42	USA (SURFACE) — $30
EUROPE (AIR) — £21	Elsewhere — £25

Please make your cheque or postal order (no cash or international money orders accepted) payable to TSR UK Ltd and send it to us at:
IMAGINE magazine subscriptions, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD.

BLOCK CAPITALS PLEASE

NAME .....

ADDRESS .....

.....

.....

POST CODE I10

CLASSIFIED ADS

IMAGINE™ magazine offers special rates to those interested in taking out classified advertisements. These cost just 10p per word or £3.00 per column centimetre (pre-payment required).

If you want to advertise in IMAGINE magazine write to:

IMAGINE magazine (classified)
The Mill, Rathmore Road,
CAMBRIDGE CB1 4AD.

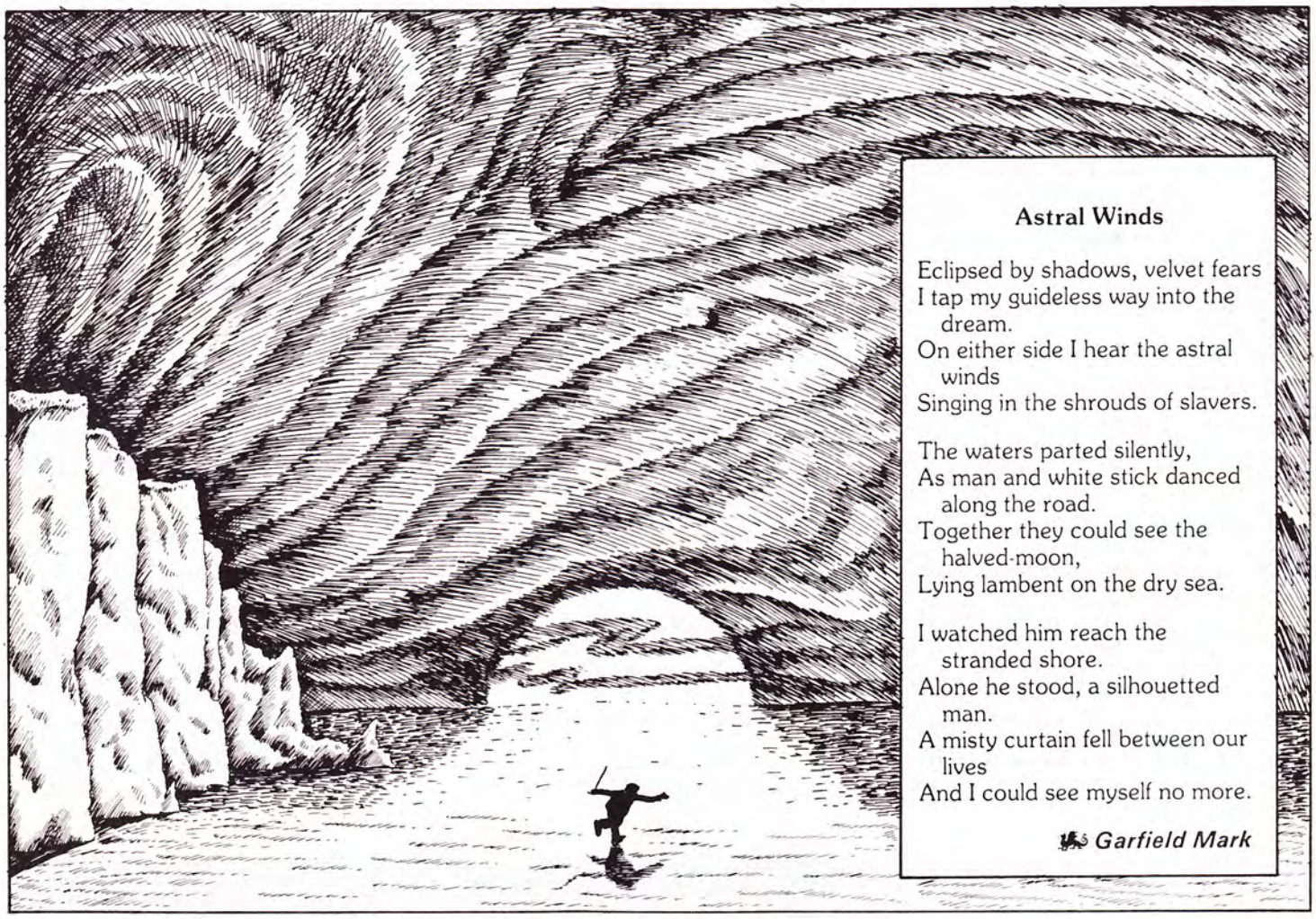
Full TUNNELS & TROLLS set in first-class condition. £5.00 or nearest offer. Contact Sam Morgan, 5 Gilston Road, Pontcanna, CARDIFF CF1 9JS.

SOUTHAMPTON'S Games Centre. All the latest games stocked from TSR, Games Workshop, Avalon Hill and many others. Also Citadel and Minifigs stocked.

PASTIMES II, East Street Centre, Southampton. Tel: 0703-21789.

J. R. M. SEDDON Please contact IMAGINE magazine with your address, so that we can reply to your enquiry.

MUSTER UP SUPPLIES for role-playing from our stocks of dice, Games Workshop, Humbrol, Imagine, Minifigs, Steve Jackson, TSR, White Dwarf at Trains & Things, 170 Chorley New Road, Horwich, LANCS.



Astral Winds

Eclipsed by shadows, velvet fears
I tap my guideless way into the dream.
On either side I hear the astral winds
Singing in the shrouds of slavers.

The waters parted silently,
As man and white stick danced along the road.
Together they could see the halved-moon,
Lying lambent on the dry sea.

I watched him reach the stranded shore.
Alone he stood, a silhouetted man.
A misty curtain fell between our lives
And I could see myself no more.

Garfield Mark

A fight between a one hit-dice monster, armour class 4, doing 1-8 damage; and a fighter with chain, shield and sword, is an even fight. The edge the player has is the magician behind casting **sleep**.

A page for the not-so-experienced adventurer

by Roger Musson

When one comes to design a dungeon for the first time, one of the hardest things to work out is exactly how much to put in it. How much treasure is enough? How much is over-generous? How many monsters should there be?

In the original D&D® rules, there was a section devoted to providing an answer to these questions. This answer was, basically, to populate any special areas in the dungeon by hand, and then deal with the rest according to a set of random tables, which gave any room a one third chance of being occupied, and a 50% chance of containing treasure if it was. Unoccupied rooms had a one in six chance of treasure, and there were tables giving the approximate chance of each sort of treasure, and the amount present, according to the dungeon level.

This approach was dropped when the transition to the AD&D™ game was made. I think the reason for this was the fact that leaving dungeon construction to chance gives no guarantee of quality — one could 'roll up' a whole string of boring empty rooms at one side of the dungeon, while some other areas might be laden with poorly guarded riches. The Advanced rules are slanted much more towards careful, balanced construction.

However, there is one advantage to the old system of random monster and treasure allocation; despite local irregularities in distribution, given a large enough number of rooms, the total amount of treasure placed should be about right. The average amount of treasure per room is controlled by the treasure allocation tables — so just follow the dice and one would end up with about the right amount per level for a balanced game — not so little that the players never progress, not so much that they progress too rapidly.

The rules of the AD&D game give very little guidance on this particular problem. I certainly don't advocate going back to the old random tables. One problem with rigid adherence to them was that a room complex that one had mapped in some particularly interesting arrangement might turn out to be uninhabited and treasureless when the dice were rolled. On the other hand, if one simply attempted to go through a whole dungeon level, room by room, putting in treasures and monsters as the whim took one, it would be easy to be too stingy or too generous, depending upon one's tendencies.

The best solution, I think, is that, given you have produced a map of a dungeon level, decide on everything that is going to be placed on the entire level, before allocating anything to any room. What sorts of monsters, how many of each, how many rooms will they occupy in all, the total value of all the treasure on the level, how it will be divided amongst copper, silver, gold, gems etc, and exactly what magic items there will be. Then start distributing the stuff to specific rooms, ticking it off as you go. This way you not only keep a check on the exact wealth of each level, but you allocate everything so that the most interesting rooms have appropriate monsters, monsters have appropriate treasures, and so on.

One also controls the proportion of inhabited rooms this way. I am of the opinion that the original ratios in the D&D game were good ones, and these can be preserved exactly. For instance:

Suppose we have a prospective first level with 100 rooms. One third of these are to be inhabited — 33 rooms. Of these, half contain treasure. So we have 17 rooms with monsters and treasure, 16 with just monsters, and of the remaining 67 rooms, 11 have unguarded treasure, perhaps protected by traps. We can now start marking on the map which will be which, making sure that the rooms containing treasure are fairly evenly scattered about the level.

How much treasure in total? This is difficult, and likely to promote greatly differing answers from different dungeon-masters. My own inclination is towards about 20,000gp total value per 100 rooms, adjusted for dungeon level. So, a 100 room first level would have sufficient treasure to put ten first-level fighters up to second on its own. In a second dungeon level of the same size, I would put 40,000gp value, continuing to double for each lower level. The way this treasure is made up of various treasure types will also vary by level. Shallow-level treasures will have a higher proportion of copper and silver, which will drop out as one goes deeper, when gold, silver, expensive artifacts, gems and jewellery will predominate (platinum too, if it appears in your campaign). Magic is over and above this, with more numerous and more powerful items on deeper levels.

This is probably fairly generous, with an average treasure size of 600gp on first level — though clearly the distribution will not be 28 treasures, each of 600gp value, but some small treasures, some moderate, and a few really big ones of 2-5,000gp or more, carefully guarded.

In allocating monsters, consider the strength of the parties you are likely to be playing with. Remember that a fight between a one hit-dice monster, armour class 4, doing 1-8 damage, and a first level fighter with chainmail, shield and sword, is approximately even. The fighter is as likely to be killed as the monster. The great advantage the player has is a friendly magician casting **sleep**....

After a few fights, you should see what your players are capable of despatching easily, and what they can't tackle without loss. Then consider your monster populations; are they so small that the characters walked all over them? Go back to the rooms they haven't reached and beef the monsters up! Were the players incapable of fighting their way to any treasure at all? Go back and thin them down (perhaps 20 ghouls in a room on the first level was too much after all — don't gibe! I've seen it!). Don't be afraid to adjust things in order to get the balance right. Balance determines whether your campaign will be a satisfying challenge to your players, a give-away with no challenge, or just sheer impossibility.

Roger Musson

Previous ***Stirge Corner*** *features can be found in back issues of* ***IMAGINE***™ *magazine; £1 (+50p P&P) from TSR UK, The Mill, Rathmore Road, Cambridge.*

Phantasmal Forces

by Chris Felton

'I said you shouldn't have killed that Orc Prince' complained Flamia as she bandaged the wounded fighter. 'Now look at all the trouble you've got us into.' The thousand screaming orcs swarming up the dead-end canyon added emphasis to her words.

'Fear Not!' proclaimed Goneoff the Grubby. 'My powerful magics will defeat those minions of evil.'

'Fat chance,' commented Wee Kwon as he secured Nedos' barding and Rovos' spiked collar. 'You'll only get twenty or thirty of them with your fireball. Or are you planning to feign death and hope they don't notice you?' The only response was a contemptful snort as the illusionist began spell-casting. In front of the line of fighters preparing to sell their lives dearly, the ground silently trembled and a wide gash opened up. The orc army, pushed from behind by their onrushing rear ranks, flowed in an endless wave over the hundred-foot precipice. The last ranks managed to halt in time, only to see a fearsome dragon emerge from the cleft, clearing the remaining orcs from the chasm with a few breaths. The dragon and the cleft vanished as the illusionist ceased concentration on the illusion.

Yes, **phantasmal force** is a very useful spell, and it is so poorly worded in the **Players Handbook** that it is open to abuses like that above. Some DMs, fearing that sort of situation, have removed it from the list of available spells, while others suffer **fireball, cloudkills, elemental summoning**, etc. All from a first level spell!

Because of these problems, the spell needs a better definition of its limits, which is the aim of this article. The spell is the same with respect to range, area of effect, and so on, but here are the rules governing the possible range of illusions:

(1) The caster must have spent at least two days in the study of anything he wishes to produce an illusion of, so that the muscular movements are correct (this is not necessary for immobile illusions such as walls and floors), and the observation must be of the subject moving across all types of surfaces, running, jumping, etc.

(2) Physical movement cannot be prevented by the spell, and no illusion of a bridge across the dreaded bottomless chasm is going to bear weight; but the spell will obscure tactile differences, so if a person leans against an illusory wall she or he will fall over unless a pair of hands (or some other support) is there, but will not feel the difference between hands and a wall.

(3) Similarly, a person hitting an illusion in combat will subconsciously slow the blow as the weapon 'hits' the victim so that, as long as the caster causes the illusion to react appropriately, the attacker will notice nothing unusual. Programmed and Permanent illusions cannot fight because their actions must be predetermined at the time of casting and the caster cannot tell in advance where opponents will be or what they are doing.

(4) Illusions are very subject to disruption by missiles since any missile will pass straight through the illusion. If the opposition can only see the illusion from the front, the caster may (if not surprised on a 1-4 on d6) leave an illusory arrow sticking out of the illusory fighter's shield. An illusion should register damage when the opponent hits an armour class better than the apparent armour type worn by the illusion with the caster's dexterity bonus affecting the illusion's armour class.

(5) Spell effects cannot be duplicated but their visible manifestations can; thus illusionists cannot wander around giving out **healing**, but a phantasmal **light** spell on the eyes will blind someone as long as the concentration lasts.

(6) The spell can cause damage, but the amount is limited to that which the caster could do in normal melée combat. An illusionist could thus choose to project an ogre, with one attack a round, damage as staff, or a ghoul with three attacks per round doing damage as darts. In both cases the hit probability is the same as if the illusionist was actually using the weapon concerned. Although the caster must be in possession of the weapon being imitated, no charges are used, even where the weapon would normally do so, although damage would be applied as though they were. Magical and strength bonuses apply, but *not* the special powers of the weapon. Thus a 17-strong MU could, if carrying a **staff of striking**, do damage of 1-6 for the staff, +1 for strength, +9, as if three charges had been expended. The same character, with a **staff of withering**, could only do 1-6 +1 (strength) +1 (it's a +1 weapon). Likewise, a fighter/ illusionist or F/MU with a **vorpal blade** could do 1-8 or 1-12, plus strength, +3 for the blade, but could not decapitate, and the wielder of a **flame tongue** could not use the +2 vs regenerating or +3 vs avians bonus, even if the illusion was actually flaming, but would get the normal +1 of the sword. In addition, if the spell used is an **improved phantasmal force**, the illusion is at +2 to hit, +3 damage, and **spectral forces** are at +3 to hit, +6 damage.

Damage cannot be caused to non-intelligent creatures (golems, slimes, zombies and others), since they cannot 'believe' the damage. If they possess eyes they will see the illusion and react to it in whatever way they would react to the real item. If the response is to attack, the creature will not suffer the psychosomatic 'slowing' effect, thus any hit vs AC 10 (-dexterity bonus of the caster) will cause them to ignore the illusion as something beyond their capacity to deal with.

However many illusory monsters, fighters etc the caster projects, the number of attacks per round cannot exceed the number of attacks the caster can perform per round in 'real' combat (1 for staff, 2 for dagger, 3 for darts, 3/2 for

high-level fighter/illusionists, or F/MUs). Thus, if an illusionist decides to cast an illusion of four ghouls, they should get twelve attacks between them per round. Since he can only cause damage with three of them (assuming dart attacks) the other nine must apparently miss AC 10, otherwise they would be noticed when they don't bounce off armour, and the other three roll to hit. This is likely to cause suspicion, and will be the illusionist's downfall.

There is also a problem with numbers. Can a first-level illusionist control the body movements of twelve trolls, complete with the little details? For this purpose, I rule that the caster of an illusion spell (and for that I am only considering phantasmal and higher forces, rather than including **Nystul's aura**, **invisibility**, etc) has the choice of 'live' or 'dead' illusions.

Level	'Live'	'Dead'
1	1	1
2	1	1
3	1	2
4	2	2
5	2	3
6	2	3
7	3	4
8	3	4
9	3	5
10	4	5

'Live' illusions can move around, and 'dead' ones can't. In the table below, 'Level' should be taken to mean the level at which illusion use starts — this may mean that the character *per se* is of a much higher level. A character can control one 'live' and one 'dead' illusion at the first level of illusion use, and gains one 'dead' illusion every other level, and one 'live' illusion every three levels.

'Live' illusion capacity can be used for 'dead' illusions, but obviously, the reverse is not possible. Thus a 7th level illusionist who gained **improved phantasmal force** at 3rd level would have gained 5 levels since first acquiring the spell, and so counts as 5th level on the table above and would be able to control two 'live' illusions and three 'dead'. For area of effect and range he would still count as 7th level. Here is an example of how this capacity might be used:

Observing a corridor from his ceiling trapdoor (a peephole would give too limited a view) a twelfth-level Wizard begins his spell as he hears a party approaching. By the time they round the corner, the roof is whole again (a 'dead' illusion to prevent the party seeing the Wizard, although he can see through it) and lying in the corridor ('dead') there is a corpse. The party stops for the cleric to **find traps**, and they cautiously advance down the corridor towards the 'corpse'. Just before they reach the body, a secret door opens in the wall (a 'live' illusion, becoming 'dead' as it stands open) and two Lesser Spotted Greeblies emerge ('live') to fight the party, needing 13 to hit AC 0, doing 1-6 +9 damage (as wizard with **staff of striking**), but only one manages to hit the party each round. After a while, the left-hand Greebly 'dies' in such a way as to obscure the party's view of the 'corpse'. The corpse vanishes, and the Greebly becomes 'dead' in its place, freeing the live illusion capacity. The door slams ('live', and dispelled when closed), the corpse reappears ('dead', still), and the Greebly ('live' again) develops a bad case of the regenerations and rejoins the fight, leaving behind a tasteful green bloodstain (a 'dead' illusion to replace the secret door) and scaring the adventurers into using their precious flame oil when the Greeblies eventually go down.

Thus the party are injured — possibly worse, have used a **find traps**, several cures, several flasks of oil, and wasted time searching for a non-existent secret door, providing ample time for the wizard to regroup his forces.

With careful use, **phantasmal force** in this more limited version will call for more skilful play, involving the subtlety and planning for which the masters of illusion are renowned, and adding a great deal to the playing of a magic user or illusionist.

'Brilliant!' commented Wee Kwon, indicating the pile of 950 orc corpses in front of them. 'Now how do we get past that lot?'

Chris Felton

IT'S THE BIFF ZAP POW
OF ROLE PLAYING GAMES YOU'VE BEEN WAITING FOR

CHAMPIONS

THE SUPER HERO ROLE PLAYING GAME

Like a breath of fresh air, the **CHAMPIONS** game system is bright and heroic in style, yet simple and complete in design. And a full list of adventures and supplements are already available, with more on the way.

- Rules you'll learn faster than a speeding bullet
- Adventures that smash through the imagination barrier
- Super Heroes dealing out death-defying justice
- Super villains to send tremors of fear through ordinary mortals

PRODUCTS IN THE **CHAMPIONS** *RANGE INCLUDE:*

* CHAMPIONS **£12.95**
* CHAMPIONS II **£6.95**
* ENEMIES I & II **£4.50 each**
* CHAMPIONS GM SCREEN **£3.95**
* ISLAND OF DR. DESTROYER **£3.95**
* ESCAPE FROM STRONGHOLD **£4.50**
* DEATH STROKE **£4.50**
* ADVENTURERS CLUB BOOK **£1.95**

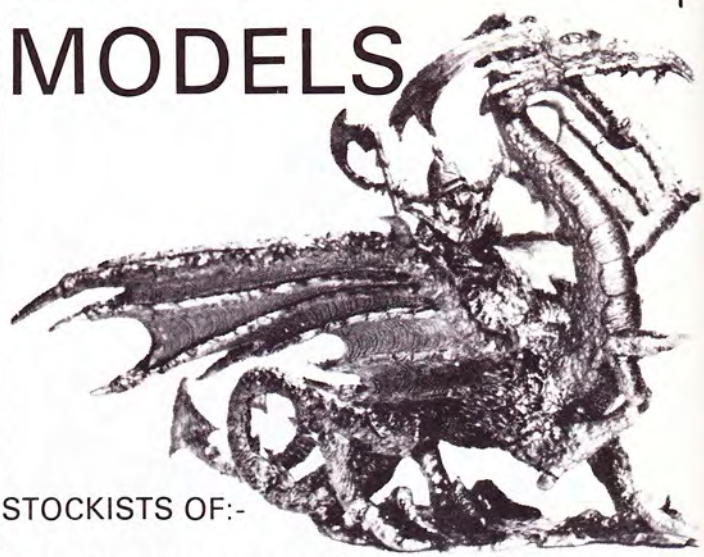
Prices quoted are the R.R.P.

AVAILABLE FROM YOUR LOCAL GAMES SHOP, OR DIRECT FROM

FLYING BUFFALO

P.O. Box 100, Bath Street, Walsall, W. Midlands.

SOUTHSEA MODELS



STOCKISTS OF:-

ALL LEADING MAKES OF WARGAMES, FANTASY GAMES FIGURES. FANTASY & MILITARY.

BY CITADEL AND **MINIFIGS.**

SEND 20p STAMP FOR POSTAL CATALOGUE. OVERSEAS 50p.

35 HIGHLAND ROAD
SOUTHSEA
PORTSMOUTH - HANTS
PO4 9DA
(0705)-733208

There's only one word to describe a magazine that publishes science fiction of this calibre.

AMAZING™ SCIENCE FICTION Stories

Ask your local retailer to deliver or write to:

AMAZING™ is a trade mark owned by TSR Inc

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

The Philosopher's Stone

by Anne Hamill

A prize competition based on the AD&D™ and D&D® games

The Philosopher's Stone. Restless, changeful, it was sought by those who wished to step sideways out of time to where the Stone splayed out events of other times, other worlds. Like all oracles, the meaning of the events displayed was often obscure. But an adept, reading the story, looking deep into the picture overleaf might see more than mere scattered images in the facets of the Stone....

The Thief

'Two.'
'One.'
'Stick.'

The cards were dealt as required by the fancifully dressed, blond dealer.

There was no money on the table. A calculating machine in each of the four heads held the bets as solidly as if they had been set in concrete. The dealer's bet was the largest, but then he had been losing steadily, most often to the turbanned adventurer, who appeared to be the worse for drink, but whose bidding and playing was razor sharp. Now he leaned forward, teasingly, affecting to try a look at the dealer's cards. The dealer's hand remained as steady as rock, and his eyes were almost completely unamused.

There was a babble of voices from the inn, relaying yesterday's news – '....and she said, it was so simple a blind man could've solved it. The minute she touched the wall....' 'And the cards – tell them about the numbers on the cards, that was good....'

The bubble of silence surrounding the card players was unbroken. The adventurer leaned back in his seat. 'You're bluffing,' he said. 'He's bluffing. Does anybody....?' The woman looked stolidly at her cards. The older man appeared absorbed in picking his nose with a fastidiously clean handkerchief.

'I'll see them.'

Unhurriedly, the dealer placed the cards. Four of them. Six of Spades, Five of Hearts, Five of Diamonds, Jack of Hearts. 'Twenty-seven,' he said. The adventurer frowned quickly and looked at his cards.

'And you?' enquired the dealer. A puzzled expression flitted over the adventurer's face. Slowly he placed his cards, three of them. Jack of Diamonds, Five of Diamonds, Queen of Spades.

The card players' eyes swung about like goldfish in a bowl. 'We would appear,' said the dealer regretfully, 'to have two Fives of Diamonds.' He flipped the cards over onto their backs. Identical. It was not possible to distinguish the intruder. He stood up and addressed the adventurer.

'If you do not mind, I believe I would like you to search me.' The man in the turban stood up hastily, confused. Standing, the effect of the alcohol he had consumed was more pronounced. He searched the dealer's clothing with more thoroughness than co-ordination, finding nothing. He stood back, frowning.

'You will permit,' said the dealer, and began rapidly to return the favour. Two minutes later he had found nothing. If any cheating had been done, it appeared to have been done with a single card. He lifted his hands in a comical fashion, but there was nothing comical in his eye.

'Perhaps,' he said, 'there has been a mistake?'.

'Mistake be damned,' said the adventurer. 'If I wasn't cheating, then – '.

'I assure you,' said the dealer, 'I should have cheated to more purpose.' The eyes of the other two caught, significantly. Who would cheat to lose? And on so large a bet?

The adventurer made to reply, but the dealer had already turned his back. 'Your servant, madam. Yours. I have business to attend to. I am certain that you will soon find another.... player.' He bowed and was gone. Behind him, three pairs of eyes regarded each other with suspicion. As he walked away, the dangerous glint disappeared from the dealer's eyes. His hand lightly touched his pocket, in which lay the paper he had taken from the adventurer while searching him. The paper that had lain in an inside pocket, and which he would certainly not have had the money to buy. Soon he would be able to examine it, memorise it – it was something to do with the paired numbers and letters, he remembered. After that, he would be able to start looking for the Key in earnest. He smiled. It would be a difficult job. But it would be worth it.

Can you solve the mysteries of the Philosopher's Stone?

The picture of the Stone overleaf is the third in a series of four pictures which have been appearing quarterly, showing events in the careers of a fighter, magic user, thief and cleric. At the top of this page you will find the story of the thief's ploy to enable him to steal a piece of paper from the adventurer, and the picture illustrates this.

However, not all is clearly stated. In order to enter this month's prize competition you must list the answers to as many of the following puzzles as you are able to decipher and explain how you decoded them, and then complete the tie-breaker:

1. **Explain the nature of the paper that the thief stole from the adventurer.**
2. **What is the 'Key' that he seeks?**
3. **What is the thief's name?**
4. **List any other messages you found.**
5. **(tie-breaker) Describe the special properties of the 'Key' that the thief seeks (in not more than 100 words).**

The winner will be the person who has solved all of the first three problems (1-3), and the greatest number of the other messages (4). In the event of a tie, the contestant who offers the most convincing explanation of the nature of the 'Key' (5) will be awarded the prize.

All entries should reach **IMAGINE™** magazine by **February 6th 1984**. The results will be published in the April issue of the magazine, # 13. Winners will be notified by post.

The winner will receive a voucher redeemable through TSR UK Ltd for goods to the value of £40. There will be three runners-up prizes of £10 each. These vouchers can be exchanged for any products in the TSR or SPI™ range.

In addition to the prizes for each of the four parts of the competition, the person who has solved most clues over all four pictures will receive an original picture by Anne Hamill based on this competition.

The decision of the publisher will be final.

SYIN YQL III
VIA 2
YTUNAS N.S. I
C6
NRDRTFNDTHRSNMYMSTRYHRDRTGH!
7 14 9 20 20 9 14 11
25 2 2 15 8 5 22 9 20
20 19 14 15 3 5 3 9 14
5 11 1 20 21 15 25 20 14
5 11 9 12
3 21 18
1 16 21
15 4 25 8 23

AL WARREN '83

COMPETITION RESULTS

The Philosopher's Stone: The Magic User

Oh dear.... Did I say we made part 1 too easy? I think the results of the second part can best be summed up if I tell you that high-scoring entrants to part 1 probably still stand a fair chance of winning the overall prize!

We had a grand total of — wait for it — **18** entries (one of which arrived too late to qualify: sorry Richard, try using a 1st-class stamp next time!). Only seven of these got the four main answers correct; if you are not one of these people and would like to have another go for your own satisfaction, turn back to this month's instalment, which contains several clues to the solution of the magic-user puzzle.

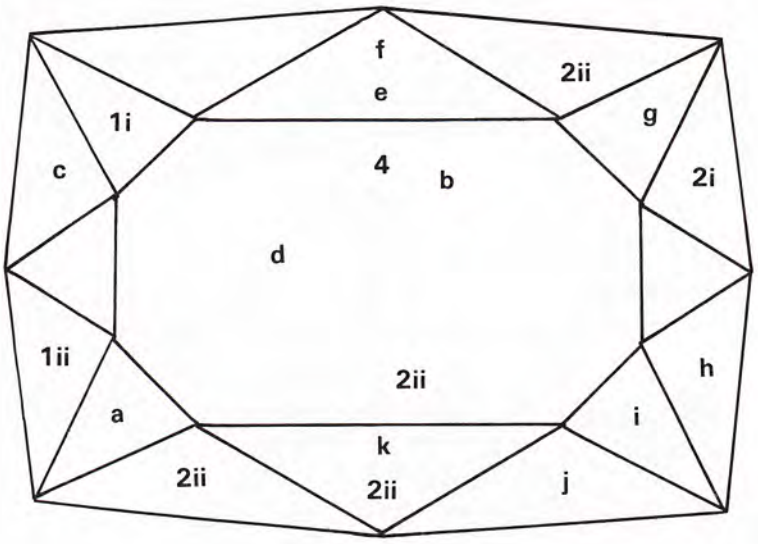
No-one, but no-one, got all the other messages we were looking for and the winner was selected without using the tie-breaker. This is **M. Probert** of Samborne in Warwickshire, who receives a voucher for £40-worth of TSR products. The three runners up are **Colm O'Beara** of Dublin, **Les Arnold** of Hockley in Essex, and **Robert Whiteley** of Shipley in West Yorkshire. The best description of the spell, the tie-break answer, came from someone who might well have won but for an ambiguous answer to question 2 (see below), and we have decided to send a consolation prize to that entrant, **Ian Harding** of Cambridge.

Congratulations to all five, and well done to the few others who dared to enter.

So, if you want to know the answers and how these star adventurers found them, read on.

1. The name of the mage is **MARS**. There was a textual clue to the source of this answer: *'the spread* (of tarot cards) *had, after all, told her something... At least it had given her a name'*. Then, the tarot book in the picture (1i) shows the order in which the cards would be dealt, and says, *'Note the Omissions... in... order these will... the Name of the... Master of Arts'*. 'The Omissions' are the numbers which normally appear in the cards (1ii), ie 13,1,18,19, which relate to the letters M,A,R,S.

2. The name of the magic user was a difficult one. First, the zodiac spiral (2i) shows the signs of the zodiac plus an extra one, omega. The sandbags (a) placed in order read **'A zodiac with thirteen signs?'**, pointing to the significance of these symbols. With a little imagination you realise that the symbols for the second half of the alphabet are provided by the same symbols in black. Once you know this, you can simply piece together the fragments of the circle around the MU (2ii) to discover: **My name is what you call me, I have none for my true name was taken by my god**. (Actually, it read '..my trhe name..', because the scorpio was white instead of black: no prizes for spotting this month's deliberate mistake!) Obviously, this left the way open for all kinds of weird and wonderful names — but you had to solve the puzzle and make it clear that you understood there was no 'right' answer.



3. Working out the price set on the book was a doddle after all that! Your pointer on this one lay in the message in semaphore created by the 'Heiroglyphs' (b), which reads: **Pompous am I? You'll get yours ratbag. If you'd read more carefully you'd know what I want for my spell**. 'Pompous' should alert you to the importance of the inscription to which this was the MU's response. Taking the last word of each line, we learn, **For this book ten years of thine life**.

4. The magic user's alignment was another easy one. The pointer, on the Cleopatra's Needle (c), shows in incomplete letters, **Not by sight or sound but touch will my allegiances be found**. If you read the braille message on the peg ladder (4), you find the answer **Chaotic Neutral**.

5. The other messages to be found include (a), (b) and (c) above, and:

(d) **Tough luck** on the MU's arm in morse

(e) **NOT HERE** (split letters) and

(f) **Nothing** (number of dots) on the mask

(g) **SORRY** on the wall at the top of the peg ladder

(h) **ANAGRAM** — anagram on the MU's scarf

(i) **What fun** in roman numerals on MU's leg

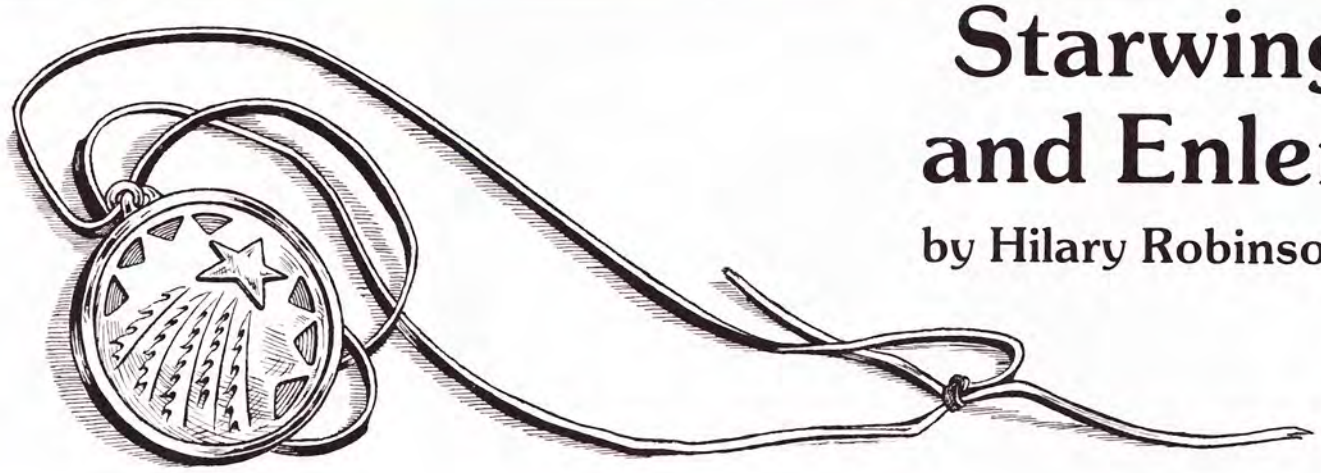
(j) **SUCKERS** on rock face

(k) **FAR TOO EASY** in raised letters on scroll

Our favourite description of the mage's spell read as follows:

Automatic defences against ordinary spell, Might (the raging lion), Fear (the protecting flames) and Intelligence (the hiding ape) are obsolete against the new spell, which concentrates on Greed. Victims of the spell will fall to looting and pillaging of any bearing wealth, so only by accepting poverty, which the mage and magic user do (the passage-way guardians are empty-handed, and the older magic user wears only a simple black cloth), can this spell be countered. The material component (seen being synthesised) requires only grains of valuable metals to make, and must be discarded without remorse to activate the effect.

That's it. Why not try Philosopher's Stone # 3? If nothing else, it keeps the editorial staff amused for a month or so.



Starwing and Enler

by Hilary Robinson

Enler slogged through the clinging mud, terrified of losing sight of the patch of colour ahead of him in the mist. For hour after hour he had followed Starwing through the gloom, slithering and slipping, falling frequently. Sometimes Starwing fell, then Enler would halt and wait for him to regain his feet. It was beginning to take him longer each time he fell.

The Tetrin was unused to footslogging, nor was he dressed for it. He wore court dress, soft tunic and breeches and thin soled slippers. Enler, on the other hand, wore a heavy tunic and cuirass, black trousers and long black boots. He was bareheaded and his short brown hair clung wetly to his forehead. Starwing went down again and this time didn't get up. Enler waited the prescribed distance away until it became obvious that Starwing could not get up of his own accord.

Enler moved nearer. The Tetrin prince lay awkwardly, one leg twisted under him, his beautiful face in the mud. Enler was horrified. Starwing was filthy, his red tunic and blue breeches black with mud, his long pale hands engrained with it, and even his wonderful halo of dark hair plastered with it. Enler feared the Tetrin's reaction to anyone seeing him in that state, especially a Coranin soldier. He waited, but the Tetrin did not move. Eventually he approached to within two paces of the Tetrin and knelt in the mud.

'Lord?'

Slowly the Tetrin raised his head and turned his violet eyes on the young soldier. There was a dullness about his expression, a despair.

'Who are you?' Even in the desolation the words were soft and melodious.

'Enler, Lord.'

'Are you the guard who came between us?'

'Yes, Lord.'

'Brave,' the Tetrin said softly. 'Stupid.' Enler had not had time to consider. He had stepped between the Prince and a possible assassin. That was what he was in the palace for.

'You have been with me.... since it happened?'

'Yes, Lord.'

'Where are we?'

'I don't know, Lord.'

'He Sent us here.'

Enler nodded. 'Yes.'

'Then it is nowhere. We will walk until we die. We will never get out.'

'There must be an end to this mud, Lord,' Enler said reasonably.

'Why?' Starwing said dully. 'It may be an enchantment, an illusion. There may be no mud at all.'

'No mud?' Enler repeated. He touched it. It was cold and wet, and sticky. It was mud. 'Lord, are you hurt?'

'I have broken my ankle. There was a rock.... it went over when I stood on it.'

'May I help you, Lord?' Enler knew better than to touch the Tetrin without permission. Starwing raised himself on one hand and twisted round to see where his foot was. It was obvious from the angle of it that the ankle was broken.

'Straighten it,' Starwing said abruptly. He rolled over on his back and lay perfectly still. Enler eased out the twisted foot as gently as he could. There was no sound from the prince.

'It needs to be tightly bound,' Enler said, looking at his own uniform, but he wore no sash or anything that might be of use. A swordbelt would be too hard. He looked at the soft shimmering material of the Tetrin's tunic. When he glanced up he found the almond eyes on him.

'Rip the tunic,' Starwing said through stiff lips. Enler took the dagger from his boot and slit the precious material. It cost more than he was paid in a year. He tore the red cloth upwards. Starwing had the warm coffee coloured skin of his race. Enler slit and ripped again, and cut off a long strip. He bound the ankle tightly. It had begun to swell and was becoming discoloured. He finished off and looked up. The prince's face was deathly white. Enler stood up and nervously extended a hand. Starwing reached up and took it in a firm grasp. Enler pulled him up and caught him as he staggered off balance. Enler's heart hammered. No one stood so close to the Tetrin, especially one of the royal house.

As darkness came, the mud suddenly ended. Enler could not see it, but the ground became first firm and then hard. He staggered on a few paces and stopped.

'We're out of the mud, Lord.'

There was no reply. Starwing hung like a dead weight against him.

'Who's there?' said a voice right in front of them. Enler nearly died of shock.

'Who said that?!'

'I did,' and a green light began to glow. It showed a green face with terrible craggy shadows, a very old face.

'Who are you?' Enler whispered.

The face smiled. 'Ye've naught to fear, stranger. Need you shelter for the night, I can provide it. What ails your companion?'

'He has an injured leg.'

'Follow me.' The green light bobbed ahead, and Enler stooped, took Starwing over his shoulder and followed, too tired to exercise any caution.

The old man led them into a cave where a fire glowed with an amber light.

'That's no welcome,' the old man said and the fire immediately blazed with a yellow flame. The cave was quite large and surprisingly well furnished. There was a table, several log stools and a bed against the wall with furs on it. There was also a large number of boxes and chests.

'Lay him over there and I'll have a look shortly. What be your name, son?'

'Enler.'

'Coranin name,' the old man said.

'Yes. I'm Coranin.'

'Ah, but **he** be not, I see.' He peered at Starwing. 'What be ye doin' with the likes of him?'

'Who are you?' Enler asked again.

'They call me Solitude.'

Enler sat down wearily on one of the stools. 'Do you have any water?'

'Of course.' Solitude shuffled off to the back of the cave and Enler could hear water being poured. A moment later Solitude was standing in front of him holding out a wooden bowl. Enler took it and stood up, turning towards the bed.

'It be for you,' Solitude said.

'He needs it.'

'Aye, so do you. Maybe more. You first, then him.'

Enler looked at the water. It had not crossed his mind to drink first. The ache in his throat became unbearable and he drank. The water was ice cold.

'How long be you in the softlands?'

'Softlands? You mean the mud? I don't know. Eight hours? Longer? It was mid-morning when we — when we left.'

'And what be ye doin' with one o' **them**?' The tone spoke volumes.

Enler indicated his uniform, although it was barely recognisable under all the mud. 'I'm a soldier.'

'Gagh,' Solitude muttered, almost snatching the bowl. When he came back with it filled, he held it out to Enler. 'Here, you do it. I'm goin' nowhere next nor near him.'

Enler took the bowl over to the bed. Starwing opened his eyes at the sound of Enler's voice, and Enler supported him while he drank a little of the water.

'Where are we?' he asked softly, puzzled by the rock wall.

'We have shelter for the night, Lord. There is nothing to fear.'

'So tired....' Starwing whispered. 'I envy you your strength.... Enler.'

It was the first time Enler had ever heard his name spoken by a Tetrin. He was ridiculously pleased.

'Food,' Solitude called.

'Thank you.' There was a platter of cold meat and a chunk of bread on the table. Enler sat down and Solitude sat opposite, watching him. After a time, Solitude said, 'How came ye to the Softlands?'

'I think we were.... Sent. There was a disagreement between My Lord and a tall man who came to see him. I don't know what about. I heard raised voices, and went in, and saw the man raise his arm. He had something in his hand that.... crackled. I got between them.'

'Sacrificed yourself for your master, like you were trained to do,' Solitude sneered. 'You be one of the Adopted, all right.' Enler did not deny it. 'Well, if this floor be not too humble for ye now, you can sleep here.'

Enler looked at the earth floor. It seemed as inviting as any feather mattress. 'Thank you.'

'We can talk in the morning. Sleep ye well. Goodnight.'

'Goodnight,' Enler replied, although he had the oddest feeling that Solitude had addressed the last word to the fire. To his astonishment, the fire slowly died down to a red glow. Solitude retired to the back of the cave, out of sight.

Enler sighed and began to unbuckle his armour. He laid it carefully to one side, took off the heavy damp tunic and spread it before the fire. Then he unfastened the swordbelt and drew the sword which he placed on the ground and lay down beside it. Within minutes he was asleep.

'Solitude? You awake? Hound's teeth! Who's this?'

Enler came awake seeing a man advancing into the cave. He rolled to his feet, snatching up the sword. The stranger stopped when he saw the sword, his hands going to his belt where a battle axe hung. He wore a rough home spun shirt and a sheepskin waistcoat and his baggy trousers were bound to his lower leg by thongs. He had a beard and his hair hung wild about his shoulders. He was native Coranin.

'Who are you?' he demanded. 'Where's Solitude?'

'Must ye make so much noise, Vester?' Solitude said irritably, ambling from the back of the cave, yawning.

'Who's this?' Vester indicated Enler, who had straightened now and lowered the sword a fraction.

'This be Enler. He and another sought shelter with me last night.'

Vester looked around and saw Starwing, pushing himself up into a sitting position on the bed. His angular face and almond eyes gave instant identification.

'A Tetrin!' Vester breathed and drew the battle axe out of the loop on his belt. Enler moved between them and the sword now pointed at Vester's throat.

'Stop there.'

'That's a Tetrin!'

'I know that,' Enler said evenly.

'Kill him then!'

'No one is going to kill him.'

'I will!' Vester said, gripping the axe.

'Not before you've killed me,' Enler said grimly.

'You have the sense to fear sorcery. *You* would not have angered the warlock as your companion appears to have done.'

'That's enough,' Solitude said. 'Nobody is going to get killed. Put your weapons down.' It was more than a request. The tone of voice had altered subtly; the dialect and most of the accent had gone. Enler felt his sword become heavy, but was content enough that Vester seemed to be experiencing the same trouble with the axe.

Vester never took his eyes off Enler. 'You're one of the Adopted, aren't you? We don't need you.'

'Vester. Leave.' Solitude used the same tone again. Vester appeared to struggle against the command but in the end he turned and left without a word.

'He'll be back. With others. You must leave soon. At least, **he** must.' Solitude jerked his head in Starwing's direction. Starwing began to say something but Solitude turned on him. 'You will not speak without my permission.'

Enler was horrified. 'You mustn't speak to him like that!'

'Why not? Why not, Coranin soldier of the Tetrin? Look at him. He cannot speak now.'

Starwing became completely motionless as Solitude made a pattern in the air.

Enler swung back. 'More sorcery!'

'How do you think they control you?' Solitude snapped.

'Not by sorcery!'

'Oh? Tell then the secret of their hold over you.'

'Respect,' Enler said, somewhat defensively. 'And gratitude.'

'Gratitude! For what?'

'The Tetrin have reared me since I was a child.'

'Since they adopted you.'

'That's right.'

'Do you consider yourself to be a Tetrin?'

'Ah no. The Adopted do not become Tetrin. They stay Coranin. We are separate races.'

'Then you have more in common with Vester than with **him**.'

'Vester?' Enler said in disgust.

'Yes. Haven't you?'

Enler glanced at his strong broad hand holding the sword and thought of the thin pale hands of the Tetrin with their oval nails. 'Only physically.'

'Only physically? Let me give you a test.' Solitude reached inside his shirt and brought out a silver medallion. 'Tell me what this is.' Memory stirred deep in Enler. On the disc was engraved a shooting star with a fiery tail. He spoke slowly, thinking it out. 'The star represents the Coranin. Legend says that.... one day we.... they.... will rise again, like a star.'

'Very good, Enler. The Tetrin didn't teach you that.'

'It's upside-down,' Enler said.

Solitude frowned and turned the medallion. Now the star was falling. He glared at Enler. 'Suppose,' he said, 'I told you that this object would confer on you luck and good fortune. Would you believe me?'

'No.'

'Why not?'

'That's superstition.'

'That's Tetrin teaching! But you would not refuse to wear it if I gave it to you?'

'I suppose not.'

Solitude slipped the thong over his head. 'Now suppose I tell you that this charm, instead of being benevolent, was made by a Coranin warlock and is cursed, that the wearing of it will bring plague and fevered dreams. Now put it on!' and he thrust it towards Enler who took an involuntary step backwards.

'No!'

'Why not? Isn't it all superstition? Or do you feel something deeper? You have the sense to fear sorcery. **You** would not have angered the warlock as your.... companion.... appears to have done. Your culture is still strong in you.'

'Culture?' said Enler. 'Are you referring to a few folktales and a handful of mournful, depressing songs?'

'What if I suggested you'd forgotten most of your culture?'

'I'd say there wasn't much to forget.'

'Do the Adopted ever wear Coranin dress?'

'Rags, you mean?' Enler said coldly.

Solitude sighed. 'I was afraid this would happen. It was a risk I had to take.'

'What was?'

'Come and sit down. We have to talk.'

Enler glanced uneasily at Starwing, standing exactly as he was before.

'Forget your duty to the alien long enough to listen to one of your own people, Enler. He'll come to no harm there for a while.'

They sat either side of the table again. Enler laid the sword between them and the significance of this gesture was not lost on Solitude, who seemed to be growing younger by the minute. He was no longer a bent old man. He seemed taller, a man in middle age with long brown hair. Enler sat where he could see Starwing and also the cave entrance.

'What allegiance do you feel to your own people?' Solitude asked bluntly.

'None.'

'Would you fight for the Tetrin against us?'

'If I had to,' Enler said quietly.

'**Why??**'

'The Tetrin gave me life.'

'Your parents gave you life.'

'My parents sold me to the Tetrin!'

'They had little choice. Our people must survive as best they can in the shadow of an alien race.'

'By selling their children to the conquerors?' Enler sneered. 'What sort of survival is that?'

'You miss the point entirely,' Solitude said. 'The Coranin need to learn Tetrin skills. And quickly. They cannot afford to wait a thousand years to learn what the Tetrin already know. The Tetrin will not share their knowledge, so what is your solution?'

Enler looked aghast. 'Are you suggesting the Adopted are spies, sent in to learn Tetrin secrets and then betray them?'

'You would not be betraying the Tetrin. You would be helping your own people.'

'Never.'

'Why not?'

'Neither I, nor any of the Adopted, would do anything to help destroy a race as beautiful, talented and gentle as the Tetrin.'

'Not even to save your own people? The Coranin were barely able to call themselves civilised when the Tetrin arrived and stopped their progress. Now I have a struggle just to keep them literate. Without stimulation they will revert to barbarism. Vester knows that, but he doesn't think much of my solution. He has his own.'

'An armed uprising? No.' Enler shook his head. 'That won't do any good. The reason the Tetrin have never shared their superior knowledge is that their codes forbid interference in the development of other races. But if they are attacked they will be forced to defend themselves and they have weapons Vester has never dreamed of. A savage is no match for a well-armed soldier.'

'A savage? Is that how they've taught you to think of us? Savages?' Enler bit his lip and did not reply.

'I think you underestimate Vester just because he wears homespun and you wear armour. He is a cunning fighter and has organised a compact force. You should be allies. You are both Coranin.'

'I am a soldier of the Tetrin.'

'You are Coranin!'

'By blood. Not by choice.'

'No man has any choice in how he is born, Enler.'

Enler put his elbow on the table, and his forehead in his hand.

'We need the Adopted, Enler. We need your knowledge.'

'Aye, tell us what the gate defences are.' Vester had appeared silently and now strode forward followed by half a dozen Coranin. Enler snatched up his sword and confronted him.

'What do you want?'

'The alien.'

'No.'

'You can't stop us.' Vester balanced the axe in both hands and nodded very slightly to an archer who fitted an arrow to his bow, swung it up and pointed the arrow at Enler's chest. Enler was still dressed only in his Tetrin shirt. His tunic and cuirass lay where he had left them.

'Stand aside,' Vester said.

'I will not.'

'Then you must die with him!' and he swung the axe. Enler ducked and brought up the sword by instinct alone. The blade caught the axe shaft and slid up to the head. Metal rang on metal. The weapons locked, then slowly Vester pushed the sword down. Enler sprang back, sliding the blade out from under the axe. A bowstring sang and Enler's arm was pinned to the edge of the table. He grabbed the arrow with his left hand and wrenched it out of the table, but Vester had moved in. The axe blade pushed against Enler's throat, forcing his head up.

'Now you can watch our first move against the aliens.'

The archer had a second arrow aimed at Starwing, standing pale and silent in front of the bed.

'No...o...o!' Enler cried but the word stretched into infinity as the scene in the cave froze.

'I didn't send the Tetrin here to be killed by your wildmen,' a tall figure said, striding into the cave. Only Solitude moved in response.

'Dominion. I should have known it was you when the boy mentioned something in the warlock's hand that crackled.'

'He got in the way. I didn't mean to Send him. It was this one.' He nodded at Starwing. 'I wanted him to suffer a bit. I hope to be able to use him. He has qualities worth fostering, but everything is so easy in that damned rainbow city of theirs that he would never be able to understand how hard life is for the Coranin unless he'd experienced it for himself. Is he alright?' He frowned at the motionless figure with the ripped tunic and bandaged foot.

'Except for the damaged ankle, yes. I just froze him to give Enler a chance to think for himself.'

'Did it do any good?'

Solitude shrugged.

'Free the Tetrin.'

Solitude pointed at Starwing and snapped his fingers. Starwing turned his head and looked at Dominion without surprise. He had been able to hear although he could not move or speak. He looked at Enler, the axe blade at his throat and the arrow protruding from his forearm. 'Aren't you going to help your young compatriot?'

'No, I leave that to you since he was wounded in your service. He'll be alright. The Coranin don't die easily.'

'Unlike the Tetrin?' Starwing said to Dominion with a twisted smile. 'Do you wish to resume our conversation on that subject?'

Starwing sat at one side of the table and Dominion and Solitude shared the other. They ignored the living statues around them. Solitude was younger now, younger than Dominion.

'The Tetrin have not found this world the paradise they hoped for,' Dominion said. 'For some reason they have been unable to maintain their numbers and they will soon reach the stage where the

colony becomes unviable. So they have two options. They can leave, which they are loth to do, or they can mix with the Coranin.'

'Mix? Intermarry?' Solitude sounded sceptical.

'It was while we were discussing this very point that the young lord lost his temper and it seemed a good moment to carry out my plan of widening his experience.' He glanced at Starwing. 'Do you have anything new to say?'

'No,' Starwing said. 'I still think the two races are too far apart in development. No Tetrin woman would ever look twice at Vester and his kind.'

'Maybe not yet, but would they look at Enler and **his** kind?'

The Tetrin prince narrowed his violet eyes and looked at Enler as if for the first time. He was taller than the other Coranin, as tall as any Tetrin. And Starwing had seen him display both courage and loyalty. He nodded slowly. 'Perhaps.'

'The Adopted girls,' Dominion said. 'Don't they learn equally quickly from their mistresses?'

'Some of them learn too much,' Starwing said and smiled.

'Indeed,' Dominion said. 'I've seen the way you look at a certain Adopted girl.'

'Then the idea of intermarriage is not totally rejected?' Solitude asked.

Starwing inclined his head, serious again. 'It will not be easy to introduce the idea.'

'No-one imagines it will be easy. Your relationship with the Adopted would have to change. It will take willing co-operation on both sides. **You** need the physical strength of the Coranin. You have lost the very vitality that once sent you across the galaxy in search of a refuge from your own overcrowded world. The Coranin need your education and encouragement. Without this co-operation there will be a bloodletting which will be disastrous to both peoples.'

'What is your role in all this?' Starwing asked, looking from Dominion to Solitude.

'We,' said Dominion, 'are the spirit of this world and its guardians. In past times we identified solely with the Coranin. Now we must consider all the people who live here.' He pretended not to see the look Solitude gave him. 'Is it possible for the Tetrin to treat the Adopted as equals?'

It was some moments before Starwing replied. 'Yes. All it needs is for one Tetrin to give a lead, and one Coranin to prove himself fit for the position.'

Dominion raised an eyebrow. 'Do you know two people like that?'

Starwing looked at Enler, Vester's axe at his throat, yet still reaching out a hand in protest towards the archer. 'I might.'

'Then go and prove it.'

The arrow clattered against the wall of the cave and Vester staggered forward as his axe met no resistance. Starwing and Enler were gone. Vester turned angrily towards Solitude and his eye fell on Dominion. The protest died on his lips.

'You....'

'Go tend your crops, Vester, and leave the destiny of the Coranin to those better qualified.'

'We must drive the aliens out!'

'No. You must live together.'

'Us? and **them**?'

'Well, I do intend to have an intermediate stage,' Dominion said. 'But I don't think you should worry too much about that. Just go.'

'You think this world is your toy, don't you?' Vester said angrily.

'Yes. Get out before I turn you and your followers into the sheep you undoubtedly are.'

'You put a lot of faith in that Tetrin,' Solitude said when they were alone.

'Yes.' Dominion looked thoughtful. 'I have a lot of regard for that young man. The Tetrin are an interesting people, but Starwing is special.'

'Will he treat Enler as an equal? **Can** he?'

'He'll try. You know Enler better than I do. How will he respond?'

'He admires the Tetrin. There's a lot of conditioning to be undone.'

'As the prince said, it won't be easy for either of them. Even if they succeed they'll still have Vester to cope with. He is going to be a thorn in their side.'

'How many generations do we allow for this change?'

'One.'

'One?' Solitude seemed surprised.

'The Coranin are regressing faster than we expected. Look at the wild way Vester dresses. Within one generation we must have a people who will rule this world properly with the best interests of both races at heart.'

'So you are still loyal to the Coranin?'

'You doubted it? Yes, I know you did.'

'You spend most of your time with the Tetrin,' Solitude said carefully.

'**You** live among the Coranin. That way we prevent excesses by both sides. We agreed, did we not?'

Solitude nodded. 'I think I've lived among them for too long. I'm becoming influenced by their paranoia.'

'You can hold out for one more generation. This is the best chance there has ever been to unite the two races. Fate has thrown up two strong characters. We must help them succeed.'

'Are you sure there **can** be interbreeding?'

'Oh yes. It is their attitudes and their education that are incompatible at present. They are biologically the same species.'

'Have you decided on a name for the new race?'

'Terranin?' suggested Dominion.

Hilary Robinson

Hilary Robinson is just one of many talented, unpublished writers to have sent us high quality fiction. In # 11 of IMAGINE magazine, we have another tale of a fantasy world which contains echoes of our own, ***In the Time of Melting Ice****, by Andrew Darlington.*

ASGARD MINIATURES

97 CARRINGTON STREET
NOTTINGHAM NG1 7FE 0602-780201

25mm. Orcs

OR 1	Great Orc with scimitar	50p	OR 15	Orc Warrior with bow	30p	OR 28	Wolf Rider with bow	80p
OR 2	Great Orc Guard Spearman	50p	OR 16	Orc Warrior with whip	30p	OR 29	Black Orc advancing	40p
OR 3	Great Orc Berserker	50p	OR 17	Soldier Orc with short sword	40p	OR 30	Black Orc Heavy spearman	40p
OR 4	Great Orc Chieftain	50p	OR 18	Soldier Orc Spearman	40p	OR 31	Armoured Black Orc	40p
OR 5	Orc Tracker with bow	30p	OR 19	Soldier Orc Officer	40p	OR 32	Black Orc Captain	40p
OR 6	Armoured Tracker	30p	OR 20	Soldier Orc with axe	40p	OR 33	Slave Orc with scimitar	30p
OR 7	Orc Tracker with spear	30p	OR 21	Horde Orc with javelins	30p	OR 34	Slave Orc with spear	30p
OR 8	Orc Scout	30p	OR 22	Horde Orc with long spear	30p	OR 35	Slave Orc Archer	30p
OR 9	Small Cave Orc	30p	OR 23	Horde Orc with scimitar	30p	OR 36	Orc Warslave	30p
OR 10	Cave Orc Archer	30p	OR 24	Horde Orc Archer	30p	OR 37	Orc Clansman	30p
OR 11	Cave Orc Guard	30p	OR 25	Wolf Rider with lance	80p	OR 38	Orc Clansman with club	30p
OR 12	Cave Orc with scimitar	30p	OR 26	Wolf Rider with scimitar	80p	OR 39	Orc Clansman Bodyguard	30p
OR 13	Orc Warrior attacking	30p	OR 27	Wolf Rider Chieftan	80p	OR 40	Orc Clan Shaman	30p
OR 14	Orc Warrior with scimitar	30p						

25mm. Dungeon Adventurers

DA 1	Dwarf Thief	35p	DA 28	Halfling Adventuress	25p	DA 57	Witch	35p
DA 1a	Dwarf Fighter	35p	DA 31	Human Cleric	35p	DA 61	Mercenary Fighter	35p
DA 2	Dwarf in Plate mail	35p	DA 32	Human Anti-Cleric	35p	DA 62	Mercenary Captain	35p
DA 3	Dwarf Lord	35p	DA 33	Human Magic-user	35p	DA 63	Torch bearer	35p
DA 4	Dwarf Cleric	35p	DA 34	Human Druid	35p	DA 64	Shield bearer	35p
DA 5	Dwarf Shield bearer	35p	DA 35	Human Monk	35p	DA 65	Looter	35p
DA 6	Dwarf Crossbowman	35p	DA 35a	Human Monk kicking	35p	DA 66	Mercenary Prince	35p
DA 7	Dwarf King	35p	DA 36	Human Assassin	35p	DA 68	Mercenary Orc with Sword	35p
DA 8	Dwarf Adventurer	35p	DA 37	Ninja	35p	DA 69	Mercenary Orc with Spear	35p
DA 9	Dwarf Adventuress	35p	DA 38	Thief	35p	DA 70	Mercenary Orc Archer	35p
DA 10	Dwarf Trader	35p	DA 39	Bard	35p	DA 71	Militia Sergeant	35p
DA 11	Elf Magic-user	35p	DA 40	Ranger	35p	DA 72	Militiaman	35p
DA 12	Elf in Plate mail	35p	DA 41	Fighter in Plate	35p	DA 73	Militia swordsman	35p
DA 13	Elf Lord	35p	DA 42	Paladin	35p	DA 75	Female Militia	35p
DA 14	Half Elf	35p	DA 43	Anti-Paladin	35p	DA 78	Merchant Adventurer	35p
DA 15	Wood Elf Adventurer	35p	DA 44	Asgardian	35p	DA 79	Beggar	35p
DA 16	Wood Elf Adventuress	35p	DA 45	Samurai	35p	DA 80	Urchin	25p
DA 18	High Elf Adventurer	35p	DA 46	Half-Goblin	35p	DA 81	Barbarian Adventurer	50p
DA 19	High Elf Adventuress	35p	DA 47	Illusionist	35p	DA 82	Barbarian in chainmail	50p
DA 21	Halfling Thief	25p	DA 48	Warrior Priest	35p	DA 83	Weapon Pack 5 weapons as supplied with DA81/2	30p
DA 22	Halfling Warrior	25p	DA 51	Adventuress	35p	DA 84	Pack Mule	50p
DA 23	Halfling Slinger	25p	DA 52	Female Thief	35p	DA 84a	Pack Mule with dead adventurer	80p
DA 24	Halfling Archer	25p	DA 53	Female Magic-user	35p	DA 84b	Mule and small cart	£1.50
DA 25	Gnome	25p	DA 54	Shield-maiden	35p	DA 85	Beowolf	50p
DA 26	Gnome Illusionist	25p	DA 55	Sword Mistress	35p			
DA 27	Halfling Adventurer	25p	DA 56	Female Scout	35p			

SEND 9ins. x 7ins. S.A.E. + 50p FOR CATALOGUE AND SAMPLE FIGURE

MAIL ORDER RATES

U.K. 10% to £5.00
(Minimum 25p)
POST FREE + £5.00
OVERSEAS 50 %
(Minimum £1.00)
ORDERS DESPATCHED
NORMALLY WITHIN14
DAYS OF RECEIPT

CANADA please contact:-
Sanders International,
138 Martin Ross Avenue, Downsview,
Ontario M3J 2L4.

FRANCE please contact:-
Jeux Actuels
BP 534
27005 Evreux, Cedex

USA please contact:-
The Armory, 4145 Amos Avenue.
Baltimore MD21215.

AUSTRALIA & NEW ZEALAND
please contact:- Wargame Productions,
99 Flinders Avenue, Whyalia Stewart,
5608
South Australia
Tel: 0106 186 491 658

CRASIMOFF'S WORLD

POSTAL GAME

Crasimoff's World is a fantasy game of exploration and adventure. As a player you assume the role of chieftain in a band of brave adventurers set on gaining knowledge and power. You must create a party of nine fellow travellers, from three character classes (fighter, mage and priest) to assist your chieftain.

Your party will set out from a small town, knowing nothing about the world apart from a few rumours. As you travel you will learn more about the land and its secrets, encountering other parties, races and creatures. There are tokens detailing magic items, spells, creatures, gods, money and many more things that you will discover later in the game.

'KJC Games has been running Crasimoff's World for over a year now, and the effort the gamesmaster puts into each turn never ceases to amaze me. Most players find themselves offered a different scenario each turn, or find that a new twist has happened to an existing adventure.'

as reviewed in

WHITE DWARF Nº37

If you wish to enrol in Crasimoff's world send a £5 cheque/P.O. payable to K.J.C. Games. For this you will receive a rulebook, set up material, and the first four rounds. Future rounds are £1.25 each. Copies of the White Dwarf review are available free of charge from K.J.C. Games.

Send to: K.J.C. Games, 5 Vicarage Avenue, Cleveleys, LANCASHIRE FY5 2BD.

ESPIONAGE & INTRIGUE

START HERE

Ask your local games retailer for TOP SECRET® game or contact:

TSR UK Limited,
The Mill, Rathmore Road,
Cambridge CB1 4AD
Telephone 0223 212517

TOP SECRET® is a registered trade mark owned by TSR Hobbies Inc

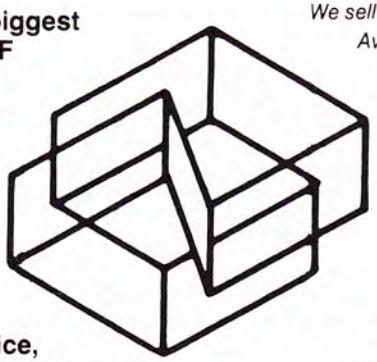
ESDEVIUM GAMES

We keep the full range of Books, Rules, Supplements and Accessories for:

Dungeons & Dragons, AD&D, Traveller, RuneQuest, Space Opera, Tunnels & Trolls, Ysgarth and all the other many and varied Role-Playing Games available.

You may phone orders and pay by ACCESS

We have the biggest selection of SF and Fantasy Boardgames, Board Wargames, Business Games, Sports Games, Fanzines & Magazines, Dice, Tabletop Miniatures Rules . . .



We sell the full range of products from Avalon-Hill, TSR, GDW, SPI, HP Gibson, Eon, Games Workshop, Judges Guild, MGC, FGU, SJG, Yaquinto, TaskForce, Newbury, WRG, HT, TT, Ysgarth, International Team, Dragon Tree . . .

Open 5 days a week (Closed all Wednesday)

Our catalogue contains details of virtually all games available in the U.K. Send 16p in stamps & 15½p s.a.e. (overseas 4 i.r.c.) for a copy (or free with orders over £4.00)

We have a large and growing range of the best of Computer Games

We have a large selection of Fantasy & SF Miniatures . . .

ESDEVIUM GAMES IX
185 Victoria Road
ALDERSHOT Hants GU11 1JU
Tel: Aldershot 311443
or (evenings) Farnham 722269

Trade Enquiries Invited.

NO POSTAGE ON MANY GAMES FOR REGULAR CUSTOMERS

THE "WARLORD" GAMES SHOP

We now stock

*** IRREGULAR MINIATURES SIEGE EQUIPMENT**

*** CHRONICLE FIGURES**

*** PLATOON 20 FIGURES**

*** GALLIA 25mm BUILDINGS**

as well as

Dungeons & Dragons * Traveller and most RPGs and supplements. War Games * Science Fiction Games * Citadel Figures * Torchlight Fantasy Products * Rule Books * Davco Microtanks

818 LONDON ROAD, LEIGH-ON-SEA
Tel. SOUTHEND 73308

Open 9.30-1.30 and 2.30-5.30 Closed Mondays

ILLUMINATIONS

The Number of the Beast

If you are a DM suffering from the twin handicaps of shortages of time and money, Beast Enterprises of Oxford reckon they have just the thing to ease your problems. They are producing a bi-monthly magazine called **Tortured Souls** which consists entirely of adventure modules. It retails for £1.95 — expensive for a British magazine, but very cheap for four complete scenarios, all designed for use with the AD&D™ game. Two can be played independently or as instalments one and two of the Zhalindor campaign, which is to continue in later issues. Another is designed as a solo adventure. It can be seen that Beast Enterprises have put together a first issue with wide appeal. A full review will follow in a future issue of this magazine.

Murder on the Orion Express

Work in progress for **Traveller** includes **Murder at Arcturus Station**, a 'classical murder mystery in space.... a tangled puzzle in the tradition of Hercule Poirot or Lord Peter Wimsey.' The players are on an asteroid station when a man is murdered. The party has to solve the crime but, for political reasons, they must do it in five days. One option open to the referee is to make one of the players the murderer!

The same designers will release a boxed module for Traveller called **Beltstrike**. It will probably consist of two booklets and five 'adventure folders', concerned with the Bowman systems of District 268 and providing details of their history, society, government, commerce and current events. These aspects are dealt with in the first book. The other is a handbook for asteroid miners with guidelines for belt-mining, prospecting and equipment. Events like making a lucky strike and filing claims are covered, resulting in a booklet ideal for running an adventure in any asteroid belt. The five adventures provided do not exhaust the possibilities of this package.

Another piece nearing the shops is **Safari Ship**. Players take part in a hunting trip organised by a wealthy patron. As well as searching for exotic animals, the party has a few sub-plots to deal with. The adventure includes deck plans for the safari ship, animal encounter tables and background material, including an essay on hunting (in the American sense — Hemingway rather than horse and hounds) and its application to Traveller adventuring.

C'est magnifique, mais ce n'est pas le jeu de guerre

Whenever things are looking a bit thin on the news front, good old Scott Bizar of FGU usually comes through with word of some nascent offerings from his prolific designers. This time it was to say that we can expect **Seldon's Compendium of Starcraft Vol 2** for **Space Opera** at any moment. It will have details and illustrations of fighting ships. Great!

A third book of adventures for **Daredevils** called (as predicted in this column) **Daredevils Adventures 3** is also due. This has a supplementary title of **Supernatural Thrillers**.

Finally, the Age of Sail naval role-playing game **Privateers & Gentlemen** will be provided with its first scenario material. This will be called **King Over The Water** and it is all about a dastardly French plot during the Seven Years War to cause mayhem in Britain via a spot of Jacobite hanky-panky. Also included in this module are new rules for fleshing out NPCs and guidelines for a campaign based around Bonaparte's Egyptian adventure. Details of the Siege of Acre are given, all of which results in the promise of role-playing adventure rich in detail and excitement.

Still with the French theme, two magazines *'des jeux de simulation'* came our way at Games Day, **Casus Belli** and **jeux & stratégie**, both from Excelsior Publications in Paris.

Casus Belli 16, a densely packed 48-page magazine at 12FF, contains mini-

modules for the **Daredevils** and **D&D** games; articles on **Runequest** and how to add spice to a war game by adding fantasy elements; detailed, descriptive game reviews; new monsters (eg *'le stick'*); micro listings, club announcements; and a game for 3 or more players called *'La Nuit de l'Esprit'*.

jeux & stratégie 22 is a 112-pager at 17FF with a lot of colour and a wider spectrum of games — chess, scrabble, bridge and logic and word puzzles included in its scope as well as *'jeux de role'*. This is the summer issue and includes an inspired RPG, **Don juans & Dragueurs** and a pullout boardgame, **galapagos**, to give a sea-and-sand feel. There is a feature on where to go in France for holiday gaming, together with news and reviews. Both publications well worth a look for all you French-speakers.

Polar Fare

It may surprise you to know that North Pole Publications work out of Mobile, Alabama — a tenuous connection to say the least. More amazingly, they are not employed in selling bikinis to Eskimos, but in creating RPG supplements. So far as I am aware, none have been imported into the UK, but their latest effort, **Serpent Island**, may reach these shores. This 48 page adventure is suitable for 5-7 characters of 'medium level', and is designed for use with any role-playing system. It has new monsters, magic items, spells, and a very fine, full colour cover by Boris Vallejo. The artwork in the body of the booklet, alas, is not of the same standard (it belongs to the TSR early-to-middle school), but if you are willing to spend something like £7.95 for an adventure, you will have something that none of your players are likely to have read first.

Transatlantic Tales

Some snippets of news concerning the next releases. We hope to see **U3 - The Final Enemy** and **B5 - Horror On The Hill** quite soon. Then, look out for the **STARFRONTIERS**™ game miniatures, **GB3 - The Cleansing War of Garik Blackhand** and the arrival of the first four SPI™ games, that we seem to have been predicting since # 1.

ZAP!

45 BARLOW MOOR ROAD, DIDSBURY
MANCHESTER M20 0TW
Tel. 061 - 434 5390

ROLE-PLAYING GAMES AND AIDS, MINIATURES, BOARD GAMES, FANTASY, SCIENCE FICTION COMICS, MODELS, TOYS, POSTERS, T-SHIRTS, BADGES, POSTCARDS, CARDS.....

☆ HOLOGRAM EXHIBITION! ☆

Buses direct from Manchester (42, 45, 46, 157) and Stockport (306, 316, 370)

TOWN NATHAN

Dragon Byte

Home Computers, Software and Games
51a Queen Street,
Morley,
Leeds
tel: 0532 522690
ZXSPECTRUM now under £100
Ring for more information.

Last Chance

10 Ash Road
Headingley,
Leeds 6
Tel: 744235
Home computers, software, board games, role-playing games and books

At Last's place we make you offers you can't refuse...

We're worth a visit because :-

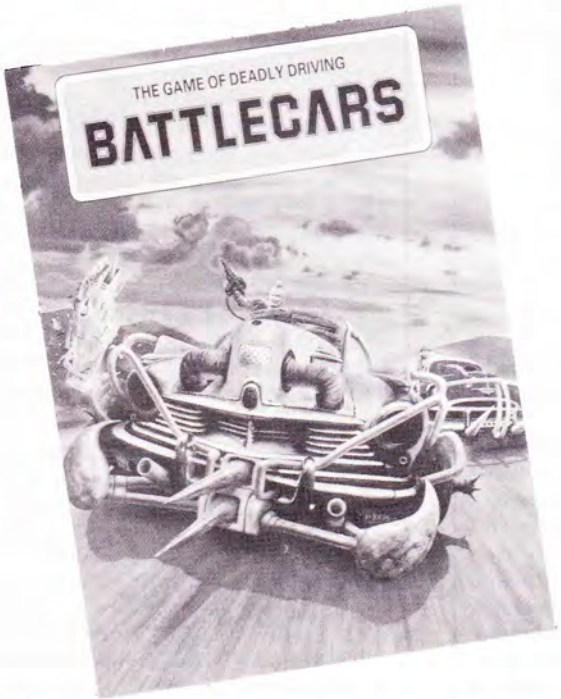
*We've the biggest range of Citadel figures for leagues around.

*We've board and adventure games for all ages from TSR, Games Workshop, Avalon Hill, Victory Games, GDW, Yanquinto etc. etc.

*We've probably the best range of software in the North - and we're improving all the time.

*We've a growing range of computers, peripherals, upgrades and books.

DO YOU HAVE WHAT IT TAKES TO BE A HIGHWAY WARRIOR?



Available from better games shops everywhere, or direct from **Games Workshop Ltd., 27/29 Sunbeam Road, London NW10 6JP - price £6.95**

Have you ever pressed the imaginary button on the dashboard of your car to vaporise the idiot driver in front? BATTLECARS is a game in which 'dangerous driving' takes on a whole new meaning. Vent your frustrations on other players by arming your car with machine guns and rockets. Watch with glee as cars explode into fireballs. Drive on and smile as the next victim comes into range. Set the gunnery computer and squeeze the trigger – then BOOM!

How long can *you* survive in the deadly arena of the future? Do you have what it takes to be a highway warrior?

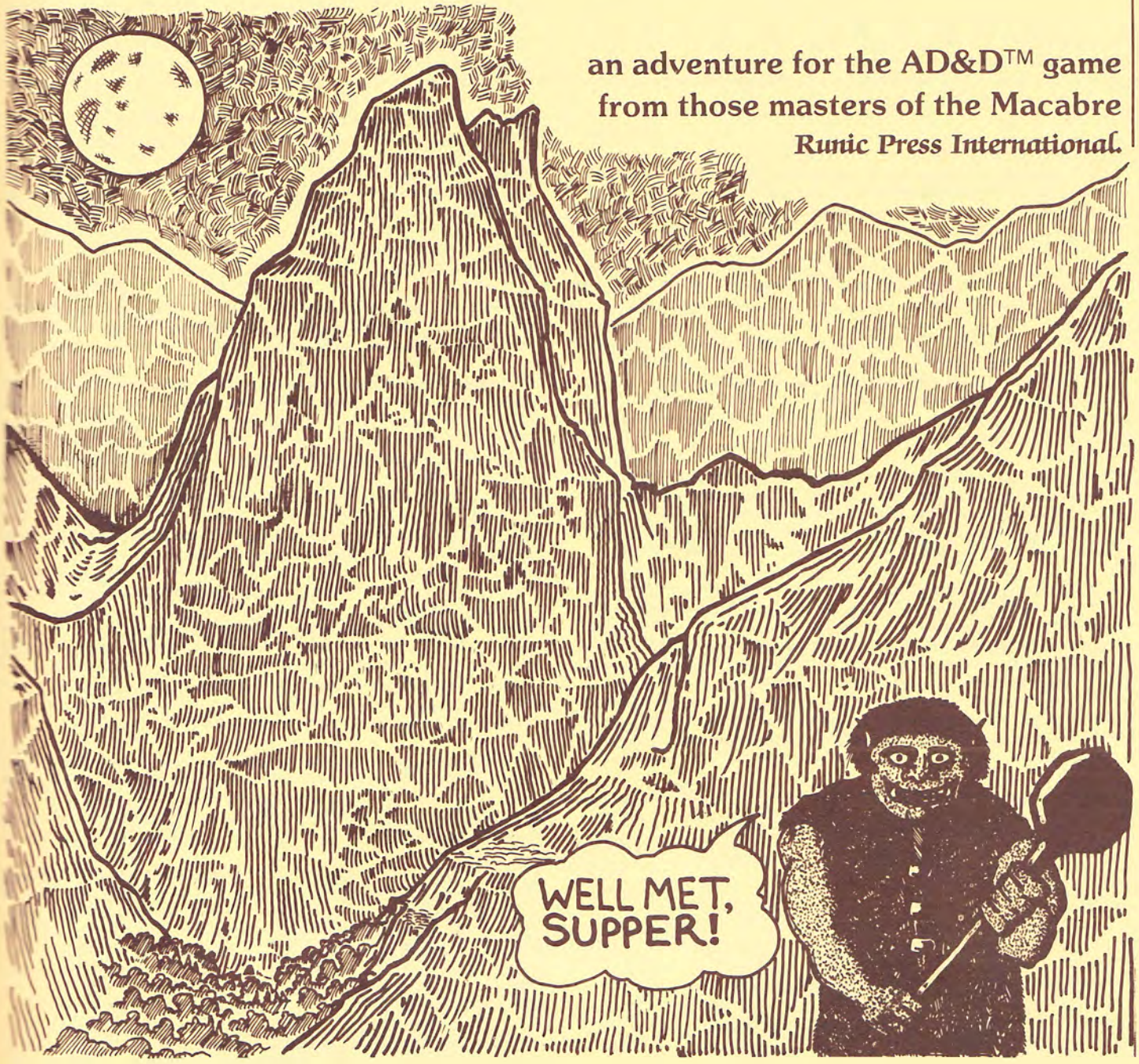
Only by playing BATTLECARS, with its unique simulation of driving skill and combat, will you ever find out.

Please mention IMAGINE magazine when replying to advertisements

THUNDER CRAG

an adventure for the AD&D™ game from those masters of the Macabre

Runic Press International.



PART 1: INTRODUCTION

This mini-module has been designed for a group of 4-7 characters of 5th to 7th levels of experience. It requires information only found in the AD&D game rules, and cannot be played without them.

Thunder Crag is divided into two sections:

Part 1 (this section) is an introduction to the mini-module including background information.

Part 2 is the detailed adventure key. All the information necessary to run the mini-module is provided in a series of area and room keys.

Two maps, one showing both levels of the workings beneath Thunder Crag, the other showing details of the conjuration chamber on Level Two, are provided.

Where monsters or Non-Player Characters (NPCs) are described in the text, statistics for them are presented in brackets in the following order:

Armour class (AC); movement rate (MV); hit dice (HD) or class/level; hit points (hp); number of attacks (# AT); damage caused by attack(s) (D); any other notes, eg special attacks (SA), special defences (SD), experience points (xp), alignment (AL), size (S).

If you plan to play in this adventure, please stop reading here. The information in the rest of this mini-module is for your Dungeon Master (DM) only.

BACKGROUND NOTES

The Town of Blackridge

Blackridge, principal town of the Barony of Ironfist, in the Kingdom of Dontaldor, is both a market town and a centre for silver mining. To the north are the Silverlode Mountains and the High Passes, through which run trade roads to the Northern Lands, guarded by Castle Ironfist, ancestral stronghold of the Barony.

The Baron allows Blackridge some autonomy. It is ruled by a Council of Burghers, responsible for administration, the dispensation of justice (except in capital cases), and the maintenance of the King's Peace. A small force of Constables is kept up, and Baronial troops are at the disposal of the Council in emergencies. A small Royal Garrison is concerned with the security of the silver workings.

Mines are owned by individuals or small consortia, and the silver is sold in the Silver Mart. The miners are divided into two camps; humans, and dwarves/gnomes. On the whole the demi-humans are more successful, resulting in friction between the races. Any miner of one race walking into an area normally frequented by members of another has a 95% chance of being assaulted. The demi-humans use the Two Stoats public house, the humans the Rat and Bucket Inn. These are just around the corner from each other and trouble is frequent. The authorities do not interfere in these quarrels provided they are confined to the mining precinct and do not affect silver production.

On the east side is the market place, around which are shops, the Council Hall, the Silver Mart, the Jail and the Royal Garrison barracks. There are two inns on this side of town, the Hop Poles, where the locals drink, and the Golden Lion Inn, an excellent, expensive establishment favoured by the upper echelons of Blackridge and by wealthy visitors.

Balbo Sackbelly (AC 8; MV 12"; Th 10; hp 40;# AT 1; D by weapon type; S 15, I 17, W 16, C 14, D 16, Ch 16, 1910xp, AL LE, S M), host of the Golden Lion, is Master of the Blackridge Thieves' Guild, and is ideally placed to gather information about likely victims. He normally informs the three ogre brigands at Thunder Crag (see Level One, Room 1). The information is carried by **Humboldt** (AC 6; MV 12"; HD 3+1; hp 16; # AT 1; D 1-8; SA surprises on 1-4, SD need silver or +1 weapons to hit; 214xp; AL LE; S M), Sackbelly's gnomish wererat cellarman, whose Lycanthropy allows him to move swiftly and discreetly after dark.

Bron and Rovis Akkor

Bron Akkor, a Blackridge Councillor, is offering a reward of 5000gp for the safe return of his son Rovis. Rovis set out to spend the night at the base of Thunder Crag on a drunken wager two weeks ago and has not been heard of since.

Thunder Crag is a high cliff in the mountains, some 10 miles north of Blackridge. It has an evil reputation in local folklore, for old workings there are associated with The Soulcatcher, a creature of legend said to have fed upon souls of men, 'sucking their spirits as a rat sucks eggs'.

No one is known to have penetrated the tunnels beneath the mountains. Bron Akkor awaits adventurers of sufficient calibre to search for his son, since the locals fight shy of an undertaking to a spot of such ill-repute.

Bron Akkor will give a description of his son and stress that Rovis habitually wore a gold ring with an onyx intaglio depicting a boar's head.

The DM should note that Bron Akkor will keep his word and pay the full sum if his son is returned alive. However, if his son is dead he will still pay 2000gp, but only for definite proof — such as the return of the body.

Of the Archmage Famulus

Five centuries and more past, when Arun was king in Dontaldor, the Archmage Famulus was High Priest of Asmodeus, Grand Chancellor of the Realm and served the Kingdom well.

That was a troubled time, an age of new beliefs and religious strife. The memory of Cuthbert was still fresh in the minds of the people, and in the time after his revelations and martyrdom, the devotees of Evil and Chaos were bloodily persecuted, and their worship driven into secret. To the King and his advisors, the Gods a man chose to worship were of little account so long as he served the Kingdom well, but such was the mood of the people that even Famulus was dismissed from his high office and the King embraced the faith of Asura. In truth, the fall of Famulus was contrived as much by jealousy as by zeal for the Bright Order, for many joined the Asurites the better to advance themselves.

Silent in his disgrace, yet afire with bitter rage, Famulus passed into the north and out of human knowledge. With him went the great warrior Anguisel, and other proud, able men who chose exile rather than submit to the rabble. As they left the city, Famulus stopped his horse beneath the balcony from which the King watched and spoke to him in voice scarcely louder than a whisper, yet it carried to all who listened.

'I will return,' he said. 'And my vengeance will be terrible.'

The King fell back at these words, as though bitten by a serpent; that the crowd, come to jeer, dispersed in silent terror; that no man dared hinder the exiles. This much is known: Arun died before the year was out and, he being childless, the throne passed to his sister's son, Sard Strombrow.

Of Famulus no more was heard, save in tales muttered by travellers, tales which brought grey hair to the heads of the wise. For it is whispered that Famulus passed from Life to Unlife and that, bloated with evil in some demon-haunted fastness, he yet contrives his vengeance on the world.

Thunder Crag

The workings beneath Thunder Crag were the stronghold of Famulus in his exile. Here, devoured by his lust for vengeance, he began to revere new deities to the detriment of his power. He courted the Great Demons.

Famulus died summoning Telkroth (a Type VI Demon), whom he believed to be sympathetic towards the aims of Lawful Evil. Anguisel perished at the entrance to the stronghold while covering the flight of Famulus's followers, most of whom escaped into the wilderness. So great was the conflict that it seemed as though the sky itself had cracked apart, and so to this day the place is known as Thunder Crag, though none can now say why. Telkroth, sorely hurt by Anguisel, was diminished and haunted the place as a spirit of evil, until he regained his strength. This gave rise to the legends of The Soulcatcher.

For many years the stronghold was a lair for those dark and evil things that are denizens of the wilderness. Then, with the expansion of Dontaldor and the discovery of silver in the mountains, the area was opened to settlement, the Barony of Ironfist established and the town of Blackridge built.

Hill farmers soon learned of the old workings beneath Thunder Crag, but also heard rumours of their grim past. From the beginning of organised settlement the Crag has been shunned, and has had a dark place in local tales.

Glatis and His Companions

A few weeks before the disappearance of Rovis Akkor, a small party of adventurers passed unnoticed through Blackridge and entered the workings beneath Thunder Crag. They were led by Angbor, a fighter. He died in Trap A on Level One. The party's cleric, Ferdinand, was petrified when the survivors encountered Hermione, a medusa. Glatis, a magic user (see Room 11, Level One), took over the leadership of the party.

He managed to persuade Hermione to co-operate with what remained of the party, and proposed to 'recover the treasure of the lower levels'. Following Hermione down the steps at B on Level One, Glatis pushed her into the pit trap, which he had discovered before. Glatis then took Hermione's gold and left the medusa trapped in Room 2 on Level Two.

Glatis and his companions have explored Rooms 1, 9, 10, 11, 12, 13 and 15 on Level One and the associated corridors, but have discovered only one secret door — that leading to the eastern entrance of Room 9. Their eventual aim is to secure the stronghold by killing all the other inhabitants, and use it as a base for further adventures. They will tolerate no competition, but will dispose of it with cunning, feigning friendliness — the better to catch their victims off-guard.

They have constructed a secret spyhole and hatch in the north door of Room 1 on Level One, which allows them to come and go as they please and to keep the ogres under surveillance....

Glatis considered the ogres a useful front, but he and his companions plan to destroy them one week from now.

General Points

The construction of the stronghold is uniform, and conforms to the following specifications, unless otherwise stated:

Walls and ceilings are of fine mortared masonry, floors are stone flagged.

The walls of any room will be 7 feet high, and the ceiling will be a single vault rising from the angles of the room to an apex 12 feet above the centre of the floor.

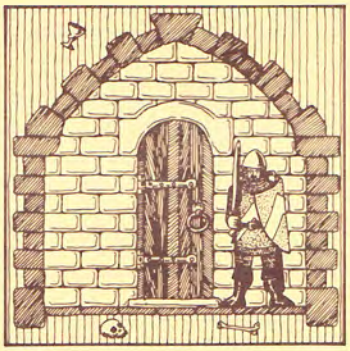
Corridor walls are 6 feet high. Corridor ceilings are arched to a height of 10 feet.

Every 10 foot long section of steps will ascend/descend 5 feet.

Doorways are arched, 3 feet wide x 7 feet high. Doors are of brass bound oak 3 inches thick.

Secret doors are rectangular, 2 feet wide x 6 feet high.

Trapdoors comprise 4 spring loaded triangular panels hinged along one side and meeting at their apices to form a 10 foot square. They will be activated by a pressure of 25lbs or more on any of the panels and will snap shut after activation.



a typical door compared to a 5'10" fighter

PART 2: THE WORKINGS BENEATH THUNDER CRAG

LEVEL ONE

Trap A

The passage north from Room 1 leads to a false door. The trapdoor at A opens onto a stone-lined pit 10 feet square and 60 feet deep. The last victim of this trap was a gelatinous cube (AC 8; MV 6"; HD 4; hp 27; # AT 1; D 2-8; SA paralyzation; SD immune to some attacks; 258xp; AL N; S L) which has been making its way back up the shaft and is now 10 feet from the top.

Any character falling into the pit will hit the gelatinous cube, doing 1-6 points of damage to it and dislodging it. Both character and cube will fall to the bottom of the pit, each suffering 5-30 points of damage. The effects of being hit by the cube operate for every round during a character is in contact with it, starting at the moment of impact.

The gelatinous cube contains a coat of mail, a longsword and a helmet. These are all that remain of Angbor, erstwhile leader of Glatis' expedition, whose remains were found and consumed by the cube during its sojourn in the pit.

Trap B

The stairs lead down to a false door, in front of which a trapdoor opens onto a stone lined shaft 10 feet square which descends steeply for 40 feet to a trapdoor in the ceiling of Room 2 on Level Two. Any characters falling through this trapdoor (which will snap shut behind them) into Room 2 below, will take 5-30 points of damage in the process.

This is the trap into which Glatis pushed Hermione.

The Magic Mouths at C and D

On the south wall of the passage at C is a **magic mouth** placed there by Glatis. It has instructions to yodel loudly if any being other than Glatis and his companions — and who is larger than a rat — passes it.

On the west wall of the passage at D is another **magic mouth** set by Glatis. It has identical instructions to that at C, save that it will shout 'Intruders!' continually, rather than yodel.

Glatis will seek to renew the magic mouths as soon as possible after they have been discharged.

The Entrance

A rough-hewn archway in the cliff-face, 10 feet wide x 8 feet high, leads onto a flight of stone steps which descend at an angle of 45 degrees. The northernmost 10 foot section of the stairway has been quarried to the level of the floor of Room 1, leaving a 10 foot drop from the level of the surviving stairs to the level of the floor. The rubble obtained has been used to construct a dry-stone wall 5 feet high and 5 feet thick, across the 10 feet wide by 8 feet high archway leading to Room 1.

Close inspection of the ground outside the entrance, and of the stairway, by a ranger will reveal that the entrance has been used regularly by not more than ten humanoids in the recent past.

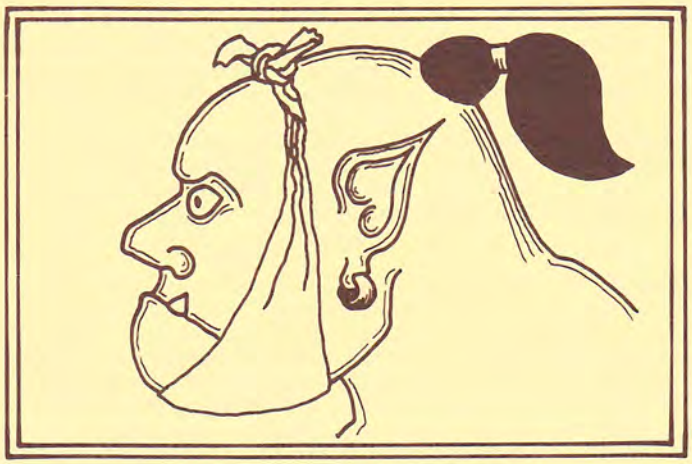
Room 1

This chamber is the lair of **three ogres**, Enog, Pogo and Grunt (AC 5; MV 9"; HD 4+1; hp 20 each; # AT 1; D 1-10; xp 190 each; AL CE; S L). They are identical triplets, who have an empathy which manifests itself in a tendency to finish each others' sentences. It also allows them an instinctive understanding and co-ordination (the DM must decide how this will affect combat). Each carries a large club (D 1-10); only Enog carries anything else: the key to the lead strongbox on a brass chain around his neck.

There is a 75% chance that the ogres will be encountered in their lair, in which case they will be sitting around the fire roasting an elf, with their clubs to hand. If they are absent, warm ashes and a smoke blackened ceiling will confirm that the hearth has been used recently.

The ogres work in association with Balbo Sackbelly, who provides them with information on likely victims, then uses his Thieves' Guild connections to dispose of stolen goods far from Blackridge. The ogres have operated from Thunder Crag for some eight months but have explored no farther than this room, being content to have made their lair secure by constructing a dry-stone wall and by barring the doors. They are unaware of the presence of Glatis and his companions, and of the spyhole and hatch which have been cut through the northern door (see below).

The ogres are fond of human flesh, but value their own safety and are amenable to intimidation or bribery unless their opponents are obviously a 'soft touch'. Pogo is suffering from toothache, which makes him highly irascible, and due to their empathy Enog and Grunt are suffering too. They will all be well disposed, at least temporarily, to anyone who cures Pogo of his toothache. They are unlikely to agree to let anyone close enough to yank it out....



There is a 10% chance that Humboldt (see **THE TOWN OF BLACKRIDGE**) will be encountered in the ogres' lair, whether or not the ogres themselves are present. If so encountered he will be carrying information to the ogres, and will be in his gnome-form, but he will assume his were-form at the first sign of intruders, in order to avoid recognition (if the player characters have brought themselves to the attention of Balbo Sackbelly or the Thieves' Guild, the information may well be about them. The DM must decide what information is being conveyed and, if the ogres are absent, whether they have yet to receive the information, or are acting upon it). If encountered alone, Humboldt will seek to escape. Otherwise he will aid the ogres, seeking to escape only if combat goes against them.

Neither Humboldt nor the ogres have any knowledge of the whereabouts or fate of Rovis Akkor.

From walls 10 feet high the ceiling springs to an apex 20 feet above the floor. At this apex is carved a grinning skull. The floor is covered with a thick layer of dried bracken. In the centre of the room, there is a stone hearth about four feet across, above which is an iron spit. Three verminous bear pelts are laid around the hearth, and cracked marrow bones are strewn around and across these. In the northwest corner are five large sacks, four barrels and a large stack of firewood. Four of the sacks contain turnips, the other contains loaves of coarse, hard grey bread. This owes its colour and texture to being made with ground human bone mixed into the flour. If the lids of the barrels are removed, two will be found to contain ale, the other two, joints of meat (halfling) pickled in brine. A thin rope emerging from one of the barrels of pickled meat is attached to the handle of a small, watertight lead box which is concealed in the bottom of the barrel. The box is locked (Enog has the key), but not trapped, and contains 123gp, 28sp and a ruby worth 102gp.

The three doors all open into the room, but are securely barred from within. A thief examining the north door carefully will have a chance equal to his chance of detecting traps of discovering the 2 foot square hatchway and spyhole, cut through the door from outside the room.

Room 2

The floor of this sunken chamber is 5 feet below the floor level of the surrounding passages. Sprawled across the floor of the room are two human skeletons, shrouded in the crumbling remains of their clothing.

Within the room are **three shadows** (AC 7; MV 12"; HD 3+3; hp 21, 18, 17; # AT 1; D 2-5; SA strength drain; SD +1 or better weapons to hit; xp309, 297, 293; AL CE; S M) two of which are part of the remains of the bodies on the floor. Characters entering the room will notice that it is cold in comparison with the surrounding passages, and it will grow colder for two melee rounds before the shadows attack. The shadows are bound in perpetuity to this room, the place of their corporal deaths, and are unable to move from it.

The only object on either skeleton is a jade figurine of a crocodile 4 inches long, hidden in the remains of a leather pouch at the waist of one of the bodies. This figurine is worth 350gp, and is magical, appearing to be very similar to a **figurine of wondrous power**. However, its only property is to weep for a day when its owner dies.

Two spyholes in each of the north, east and west walls, 5 feet 6 inches above floor level, afford an excellent view of the surrounding corridors from just above floor level. They can only be opened from inside the room and are almost undetectable from outside. All are closed.

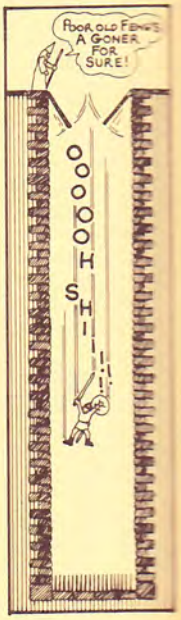
Room 3

Both doors open into the chamber. They are not locked, but both are stiff. The chamber is quite empty.

Room 4

The door opens outwards, and is locked but not trapped.

The chamber is 10 feet high, with a flat ceiling. The north and east walls are stepped to form shelves 2 feet deep at heights of 2, 4, 6, and 8 feet above the floor. On these shelves are the smashed remains of wooden chests, scattered coins, two ceramic flasks (one smashed) and fragments of parchment. The coins total 83gp, and 148sp. The unbroken ceramic flask contains a red liquid (one dose of a **potion of healing**). The parchment fragments are clearly from a record of accounts, but only two entries are still legible. These read 'Received from Boggis the Bard sum of 16 pieces of silver' and 'Paid to He of The Ineffable Name the sum of 7 pieces of copper'.



The entire floor is a trap, opening onto a stone lined pit 10 feet square and 60 feet deep. Two foot high iron spikes are set into the floor of the pit at 6 inch intervals. Any creature hitting the bottom of the pit will take normal falling damage, and must also make a saving throw against poison or contract chronic blood disease (**DMG** p14). In addition, any victim of the trap will take a point of damage for every round spent impaled on the spikes.

Among the spikes at the bottom of the pit are the skeletal bodies of two hobgoblins. Scattered around them is their rotten and rusting equipment, 25gp, 47sp, and an emerald worth 57gp.

This chamber was Famulus' treasury, but only the chests and parchment date from those days. Other objects have been teleported from the Idol in Room 20 on Level One. The coins and gem in the pit fell in when the trap was sprung by the two hobgoblins.

In Famulus' day treasure was moved in and out of the chamber by magical means.

Room 5

The doors open into the chamber and are unlocked but stiff. The chamber seems empty apart from the broken figure of an elven warrior, petrified by Hermione, which lies in pieces in the centre of the floor.

Shrouded in cobwebs on the ceiling, lurks a colony of **20 large spiders** (AC 8; MV 8"/15"; HD 1+1; hp 2 each; # AT 1; D 1; SA poison; xp 69 each; AL N; S S). Any creature bitten must save vs. poison (at +2 due to the poison's weakness) or die within 1-6 turns. The spiders attack by dropping onto their victims, and so will usually have surprise.

Room 6

The unlocked door in the south wall opens on the passageway.

The hall is choked with thick cobwebs, reducing visibility to 10 feet. These will not burn, but melt if naked flame is applied, giving off choking fumes (characters must save vs poison or remain helpless with nausea for 1-6 rounds). Eight cubic feet of space may be cleared of web per round by the application of flame.

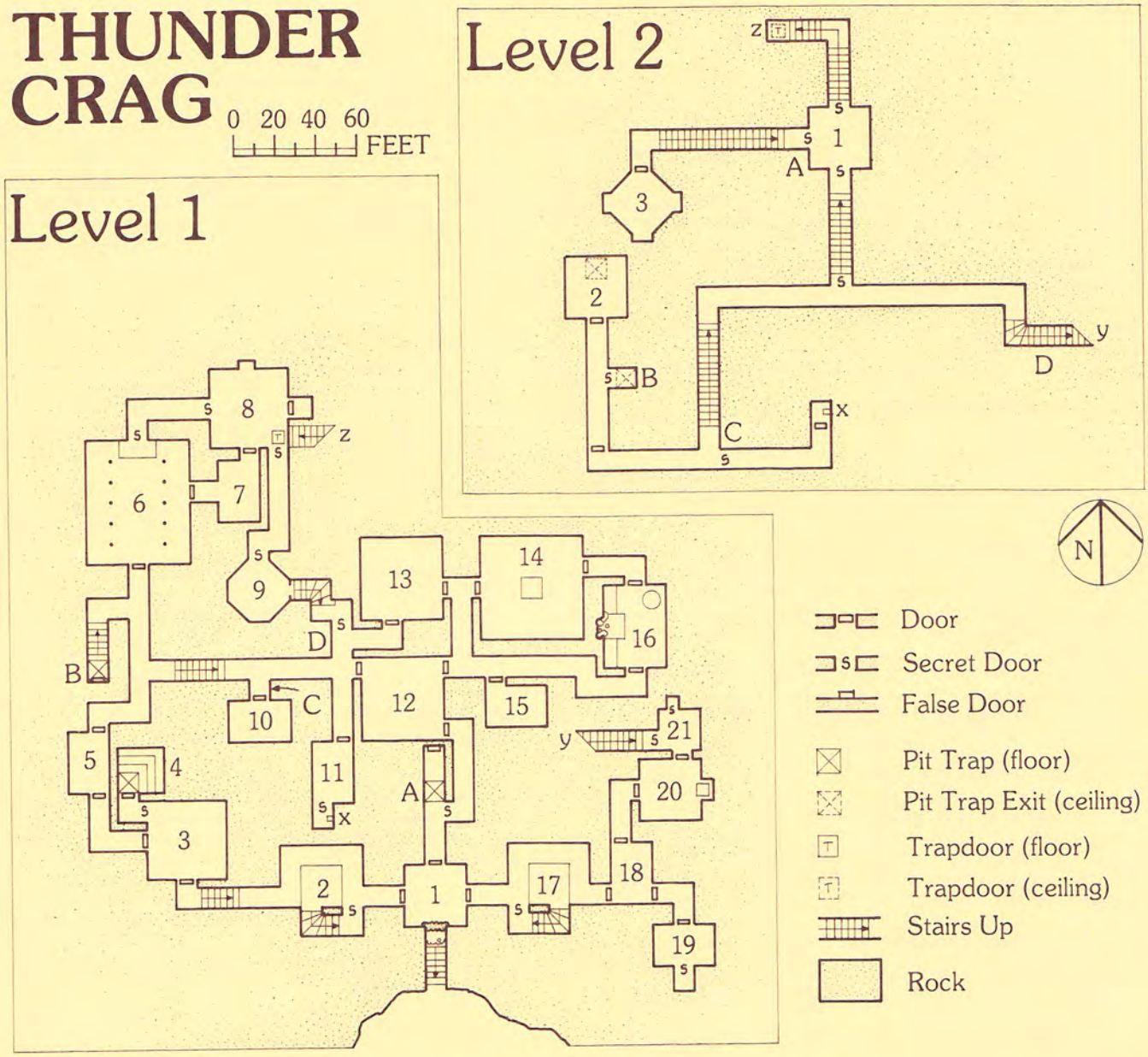
This is a great hall, aisled and with a floor of black and white marble tiles laid in a chequerboard pattern. The walls and pillars are 15 feet high. At the north end is a two foot high dais with a single step in the middle of its southern edge. In the centre of the dais stands a polished, black granite throne. On either side stands a five foot high brass candelabra with sockets for ten candles. They are worth 120gp each, or 350gp for the pair.

The door between Room 6 and Room 7 is open, towards Room 6.

Room 7

Like Room 6, this chamber is choked with webs. It is the lair of a **giant spider** (AC 4; MV 3"/15"; HD 4+4; hp 26; # AT 1; d 2-8; SA poison; 445xp; AL N; S L) which has the ability to move through the web-choked rooms at normal speed. There is no treasure in this chamber, but the floor is littered with remains of small animals.

THUNDER CRAG



Room 8

This was Famulus' private chamber. The walls are panelled with oak and the floor is paved with glazed tiles. There is a fireplace in the north wall, choked with rubble from a rock fall that has destroyed its chimney. Hangings conceal the secret doors in the south and west walls. There is a couch in the north-west corner and a chair and desk in the south west corner of the room. Some of the original furnishings survive in the main chamber, but they are very fragile.

On the desk is a dagger, its hilt of ebony and its blade of untarnished steel. It is a **dagger +1** with an Evil alignment. Any creature of Good alignment touching or being touched by the dagger will take 1-10 points of damage, and must make a System Shock survival roll or die. Creatures of Neutral alignment take normal damage from the weapon. It cannot be used to inflict any damage on beings of Evil alignment.

Beneath a rug in the south east corner of the chamber is a trapdoor four feet square. This is concealed by a **permanent illusion** of solid floor.

If the trapdoor is discovered, it will be seen to have no handle or visible opening mechanism. **Detect invisibility** will reveal a Rune on the trapdoor, and **read magic** will allow it to be read as 'Durath'. If this is spoken the trapdoor will open upwards, revealing a flight of steps descending to the east. It will remain open for one minute before closing again. The rune will only cause the trapdoor to operate from above — the secret of operating it from below died with Famulus. No other magical means will open the trapdoor.

The door in the east wall opens towards the main chamber. Behind it is a small chamber which contains a privy and a basin of marble set into the wall. From the shaft of the privy can be heard the murmur of the underground stream into which it empties.

Room 9

This was Famulus' library, and all the walls, except the eastern one, are covered with bookcases to their full height. The secret door in the north wall is in fact a hinged bookcase.

In the centre of the room stands a blackened lectern with an area of fire damage 20 feet in diameter around it. Fragments of books and parchment are spread about the room, but most are in a sorry state, and quite illegible. A careful search through the debris, however, will reveal eight intact scrolls.

These are rolled up, but their labels identify them as each bearing one spell: **wall of fire, prismatic spray, passwall, flame strike, hypnotic pattern, spider climb, rope trick** and **leomund's trap**. Unfortunately, the first five mentioned of these scrolls are so fragile that they will crumble to dust as soon as any attempt is made to unroll them. The last three scrolls, however, are usable if unrolled by a character with a Dexterity of 14 or more. If handled by a character with a Dexterity of 13 or below they will also crumble into dust.

The fire damage was caused by Glatis. His excitement at discovering Famulus' Spell Book caused him to forget basic precautions. He set off the exploding runes left by Famulus, destroying the priceless grimoire and many other books and parchments.

The DM should note that Glatis is unaware of the secret door in the northern wall.

Room 10

The unlocked door opens towards the passage. The chamber is empty.

Room 11

The door opens towards the passage. It will be locked unless **Glatis** (AC 9; MV 12"; MU 6; hp 28;# AT 1; D by weapon type; SA spell use; 749xp; S 14, I 18, W 16, C 17, D 14, Ch 16; AL CN; S M) is within the chamber, a 70% probability.

If encountered in this chamber, Glatis will be meditating on the couch with the lamp shuttered to give little light and incense burning on the brazier. His reaction to any but obviously hostile intruders will be dissembling. He will use his considerable charm to seek to gain the adventurers' trust — to discover their purpose and to dispose of them in a more convenient way with the help of his companions. However, he will meet force with force, and has the following spells available:

Level 1: **Charm Person, Magic Missile, Sleep, Shield**
Level 2: **Web, Rope Trick**
Level 3: **Fireball, Hold Person**

Glatis wears a **ring of protection +1** and carries a **dagger +1** in a sheath at his belt. In a pouch at his waist he has the keys to the chamber and the chest (see below), 5sp, 3cp, a rabbit's foot (non-magical) and a small pot of venom to renew the trap on the chest.

Glatis knows nothing of Rovis Akkor. The couch upon which Glatis is lying is piled high with pelts (the DM should determine if any are valuable) and stands against the west wall. A brass-bound wooden chest stands against the south wall, with a roughly fashioned stool beside it. A brass lamp stands on the chest, and a brass brazier stands in the south east corner of the room.

The chest is 2 feet by 2 feet by 2 feet. It is locked, and the lock is trapped with a poisoned needle. Within it are two sets of grey robes, a small leather bag containing incense, seven leather bags each containing 500gp (total value 3500gp) — 2000gp of which belonged to Hermione the medusa, Glatis' Spell Book and two ivory tubes. One contains Glatis' wand (which is non-magical), made of ebony and worth 150gp. The other contains a scroll bearing the spell **fireball**.

There is a secret door in the south wall (of which Glatis is unaware), behind which a stone-lined shaft 10 feet square falls 70 feet to Level Two. Brass rungs are set into the face of the shaft at one foot intervals.

This was originally the chamber of Anguisel, and was inhabited by Hermione until she was tricked by Glatis and trapped on the second level. Glatis now uses it as a private chamber for study, meditation and recuperation after magic-use.

Room 12

All three doors open into the chamber. Those in the east wall are locked.

In the centre of the room three men sit around a low table, smoking pipes and playing dice. They wear coats of mail as though accustomed to them, and their shields and longswords are at hand. These are Glatis' companions, **Dirk** (AC 3; MV 9"; F4; hp 32;# AT 1; D by weapon type; SA +1 to hit, +1 to damage; 290xp; S 17, I 14, W 13, C 15, D 15, Ch 17; AL CN; S M), **Hayo** (AC 4; MV 9"; F4; hp 43;# AT 1; D by weapon type; SA +1 to hit; 345xp; S 16, I 12, W 12, C 17, D 14, Ch 14; AL CN; S M) and **Egil** (AC 1; MV 9"; F4; hp 33;# AT 1; D by weapon type; SA +1 damage, +2 to hit with missile weapons; 295xp; S 16, I 16, W 15, C 15, D 17, Ch 14; Al CN; S M), all professional warriors. If Glatis is not in his private chamber (see Room 11 on Level One) he will also be present.

Dirk, Hayo and Egil, like Glatis, will greet all but the most hostile approaches with friendliness, seeking to gain their opponents trust before disposing of them. All three are inveterate gamblers, and after courteous preliminaries may invite strangers to share ale and pipeweed over a game of dice. However, they will be alert and ready for action at any time during an encounter.

These three wear nothing of value about their persons, but Dirk has the keys to each of the chamber doors on a brass chain around his neck. They know nothing of the fate of Rovis Akkor.

The room is lit by lanterns. By the west wall are four bedrolls. In the south west corner is a pile of stores and equipment — kegs containing ale and salt pork, boxes of hard biscuit, dried meat and pipeweed, three flasks of oil, four backpacks, two long bows and a crossbow (with quivers of 20 arrows and quarrels respectively). There is also a charcoal-burning brazier with spits and two skillets. There are no items of real value. In the south east corner, by the door, is the stone figure of a cleric. This is Ferdinand, one of Angbor's party who was petrified by Hermione when he mistook her for a spectre and tried to turn her. He was not liked by his companions, who consequently use him as a hatstand.

Outside the door in the south east corner of the room is a stone orc, another of Hermione's victims. Egil has carved 'stoned again' in Common across its snout.

Room 13

The door opens towards the chamber. In the north wall are set ten marble hand basins. Along the west wall are ten privy cubicles. Otherwise the room is empty.

Room 14

Both doors open towards the chamber, and are unlocked but stiff.

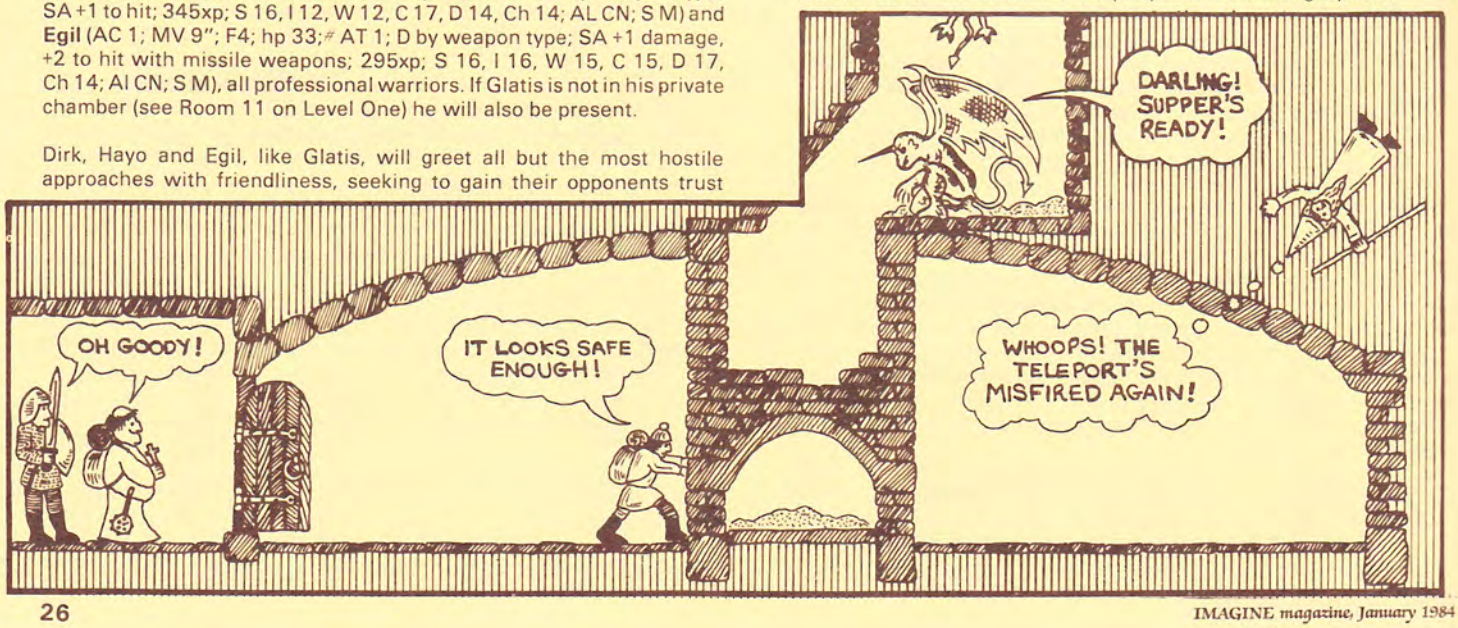
In the centre of the chamber is a 10 foot square fireplace from which a 10 foot square chimney rises to the centre of the ceiling. The chimney is supported by a pillars at each corner of the fireplace, and above the level of the ceiling twists a further 150' upwards to a vent in the face of Thunder Crag.

Just above the level of the ceiling the chimney jinks eastwards, leaving a 10 foot square stone platform. This is the lair of **two gargoyles** (AC 5; MV 9"/15"; HD 4+4; hp 23, 26;# AT 4; D 1-3/1-3/1-6/1-4; SD +1 or better weapons to hit; xp 280, 295; AL CE; S M) who foray into the outside world at night by way of the chimney.

Among the filth in their lair is a human skeleton, whose condition suggests recent death. The only treasure on the body is a gold ring set with an onyx intaglio depicting a boar's head. Inside the ring is engraving which reads 'Happy Birthday, Son, Love Dad'. These are the mortal remains of Rovis Akkor, caught by the gargoyles outside the stronghold and tortured to death. The ring is worth 100gp.

Room 15

The door opens towards the chamber. Inside the room is empty, but the floor is covered in a half-inch deep layer of harmless grey dust.



Room 16
All three doors open towards the chamber, and are unlocked but stiff.

This chamber was clearly a kitchen. The remains of a great oven range and fireplace run the length of the west wall, giving onto a chimney now blocked by a rock fall. In the north east corner is a well, 100 feet deep. The bucket and winding gear have long since disappeared and the water is fouled with algae and **green slime** (AC 9; MV 0"; HD 2; hp 13; # AT nil; D special; SD immunity to attack; 636 xp; AL N; S S), which also lives on the side of the well shaft. Anyone foolish enough to drink the water will suffer the terrible effects of the green slime internally.

Room 17
This chamber is a mirror-image of Room 2 on Level One and is identical to it in all other respects, save that it is empty.

Room 18
This chamber is empty.

Room 19
The door opens towards the chamber and is unlocked.

The chamber is empty save for a block of stone two feet square and three feet high in the centre of the floor. If touched, this will reveal itself as a **mimic** (AC 7; MV 3"; HD 7; hp 32; # AT 1; D 3-12; SA glue; SD camouflage; 1320xp; AL N; S L). This creature has discovered the secret panel in the south wall and the chest behind it, but is suffering from a mental disturbance brought about by loneliness and is convinced that the chest is its 'friend'. Consequently the mimic will seek to guide intruders away from the secret chamber with all the guile it can muster. If the secret panel is opened and the chest discovered, the mimic will fight to the death in defence of its 'friend'.

The chest is two feet wide by two feet high by four feet long, of brass bound oak. This belonged to Akropomarithinikon of R'Shptah, an ogre mage who failed to return from his last adventure 150 years ago. It is locked, and the lock is trapped with a poisoned needle. Attached to the underside of the lid is an ordinary mirror — the same size as the lid. Within the chest are folded robes of black linen, but if these are removed a **mirror of life stealing** will be revealed, forming a false bottom half way down the chest. Beneath this are two leather sacks, each containing 1000gp, a **dagger of venom**, a ceramic flask which contains a red liquid (two doses of a **potion of healing**) and a sheet of rolled parchment.

The command necessary to call forth trapped entities from the mirror is written upon this parchment in ogre mage and is 'In the name of the Sacred Heifer of the Endless Pastures, I, Akropomarithinikon of R'Shptah, command the occupant of cell.... to come forth.' The command must be spoken in the language of the Ogre Magi.

The mirror has eighteen cells, which the DM must populate as he or she sees fit.

Room 20
The door opens towards the passageway. Within the apse in the eastern end of the room an idol sits atop a cubic stone plinth 3 feet high. The idol depicts a plump, benevolent-looking deity in human form sitting cross legged with his cupped hands resting upon his pot belly. The idol is life size. Upon the face of the plinth is graven the name 'Urizen'.

A spell cast upon the idol by Famulus has the effect of causing any creature gazing upon it to feel that 'Urizen' regards him/her with particular approbation and expectancy. If any gifts of magical items, precious metals or gems are placed in the cupped hands of the idol they will be suffused in a pleasant blue glow and then disappear (teleported to Room 4 on Level One). The donor will feel that the idol regards him/her with especial favour. The idol represents a bogus deity. Its only powers are the dweomer, which will only function within the chamber, and the teleportation ability. Famulus encouraged its worship as a means of recouping expenses paid to his followers.

Room 21
The chamber is empty. However, a secret panel in the north wall gives onto a small niche in which hangs a **chime of opening**.

This chime will open the secret door in the west wall, which is otherwise undetectable from this side, but will operate upon no other object.

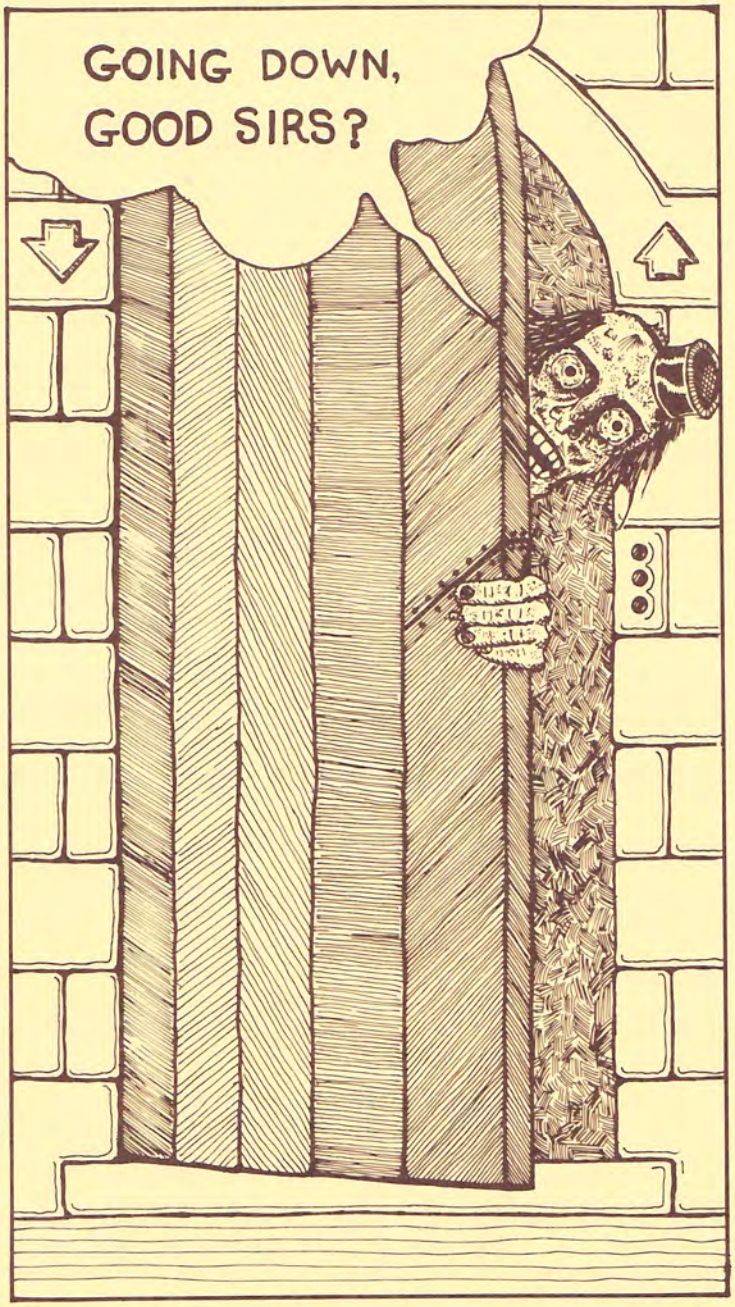
LEVEL TWO

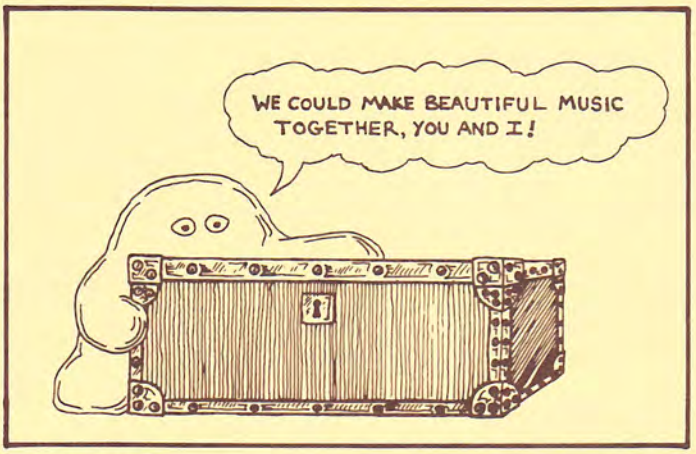
Trap A
Immediately to the west of the secret door a **cockatrice** (AC 6; MV 6"/18"; HD 5; hp 20; # AT 1; D 1-3; SA touch turns to stone; 415xp; AL N; S S) is suspended by its feet from a 5 foot long rope tied to a hook in the ceiling of the corridor. The cockatrice is in temporal stasis, and thus still alive, and both it and the rope are invisible.

The cockatrice was hung up by its feet, and then the spells **temporal stasis**, **invisibility** and **permanence** were cast upon it and the rope. Any creature touching the cockatrice will suffer the petrifying effects of its touch, subject to the usual saving throw.

Secret Door at B
This opens towards the passage, and can only be operated from this side. Behind it is the base of the pit trap underlying Room 4 on Level One.

Glyph at C
An area 10 feet square directly east of the secret door is protected by a **glyph of insanity**. To determine the type of insanity, refer to the **DMG** p13, and roll d12. If result is 1-8, ignore it and roll again. If the victim saves vs. death magic the effect of the glyph is temporary (1-6 days), otherwise the effect is permanent.





Stairs at D
Upon the steps at D lurks an **ochre jelly** (AC 8; MV 3"; HD 6; hp 34; # AT 1; D 3-12; SD immune to some attacks; 354xp; AL N; S M).

Room 1
This was Famulus' workshop.

In the centre stands a **flesh golem** (AC 9; MV 8"; HD 40 hit points; # AT 2; D 2-16;2-16; SD need magical weapons to hit; 2380xp; AL N; S L), which has been ordered to destroy all who enter, unless accompanied by Famulus, and to pursue and destroy them if they should remove material from the room. The golem has been taught to operate the secret doors.

A stone bench, marble topped and 3 feet wide, runs the length of the eastern wall. On this are many glass flasks, alembics, tubing, crucibles and other paraphernalia of a magician or alchemist. There are also two ceramic flasks, one containing a red liquid (a dose of a **potion of healing**), the other an amber liquid (a dose of a **potion of hill giant strength**). Three small cedarwood boxes also lie on the bench. The first contains black opal and diamond dust (the material components of the spell **symbol**, worth 5000gp), the second contains a miniature sword of platinum, copper and zinc (the material component of the spell **Mordenkainen's sword**, worth 500gp) and the third contains a small flat ivory statue inlaid with gold and studded with gems (the material component of the spell **duo-dimension**, worth 7,500gp).

All three secret doors open into the room.

Room 2
This was the stronghold's dungeon. Rusted fetters and gyves hang from the walls, and the floor is strewn with the skeletal remains of prisoners.

Hermione the **medusa** (AC 5; MV 9"; HD 6; hp 34; # AT 1; D 1-4; SA gaze turns to stone plus poison; 929xp; AL LE; S M) is trapped in here.

She has been brooding on Glatis' treachery; her one desire is to be revenged upon him. She will try to persuade any character she meets to assist her in this aim, offering half the gold that Glatis stole from her as an inducement (see Room 11 on Level One). If this fails, she will employ her single dose of a **potion of human control** in a further attempt at persuasion. If this also fails she will become hostile.

The extent to which Hermione is familiar with the stronghold is up to the DM to determine, but she should know of no secret doors. Since Hermione is of Lawful Evil alignment, she will adhere rigidly to the letter of any bargain struck, though she may twist the spirit.

Room 3
This was Famulus' conjuration chamber. The shattered door of this room lies in the corridor, as though some terrific force from within the room has burst it from its hinges.

Walls, floor and ceiling of this room are constructed of black marble. The apex of the ceiling vault is 20' above the floor. A burned out brazier stands in the centre of the room, within a pentacle of white marble inlaid in the floor. Around the brazier lie five ebony candlesticks, each containing the stump of a black candle. Each candlestick lies at one of the points of the pentacle (the candlesticks are worth 750gp each). Next to the brazier lies a small silver dish. To the north of the pentacle is a **circle of protection**, and just to one side of this is a gold ring (see **THE RING** below for further details).

Note that the floor of the chamber, and everything upon it, is covered in a fine layer of black soot, which makes everything appear dull black. Details such as the inlaid pentacle will be noticed only if the soot is brushed aside. The soot is all that remains of Famulus, who was destroyed by the Demon Telkroth when a **cacodemon** spell went completely wrong.

Speaking Telkroth's name within the chamber has a 50% probability that Telkroth, the **Type VI Demon** (AC -2; MV 6"/15"; HD 8+8; hp 72; # AT1; D by weapon type; SA whip & flame for 4-24 damage; SD +1 or better weapons to hit; 4464xp; AL CE; S L) will materialise in a hostile mood. He wields the equivalent of a **two-handed sword +2**, Nine Lives Stealer. There are seven chests of iron around the walls of the chamber. Upon the lid of each is graven a pentacle. All are locked.

CHEST 1 is not trapped, and apparently empty, but a compartment in the false bottom contains tiny leather pouches and miniature candles (the material components of the spell **monster summoning**).

CHEST 2 has a poison needle trap in the lock (save vs. poison or die in 1-10 rounds). Within the chest, wrapped in black silk, are 30 black candles. There are also 5 ivory boxes containing bat's hair, sulphur, lard, soot, mercuric-nitric acid crystals and mandrake-root powder (this last is worth 150gp). There is also a small glass bottle of pure alcohol. These are the material components of the spell **cacodemon**.

CHEST 3 is not trapped. It contains 3 vials of unholy water, an incense burner and some incense.

CHESTS 4 and **5** are not trapped and empty.

CHEST 6 has a fire trap cast upon it. If this is set off the contents of the chest must save vs magical fires, or be destroyed. The chest contains 3 ivory tubes, each containing scroll bearing the spell **spiritwrack** for Telkroth. Each scroll is worth 6,000gp to an interested magic user capable of 6th level spells, and the name of the Demon, contained in the scrolls, is worth another 10,000gp. (Thus, if the three scrolls were all sold to different magic users the sellers could realise up to 48,000gp, but if all were sold to one the price would be no higher than 28,000gp.)

CHEST 7 is not trapped, but **misdirection** spell cast upon it indicates a gas trap. Within the chest are three robes of black linen. The chest has a false bottom, but this is empty.

The Ring
This is a plain gold band, and belonged to Famulus. It is highly magical, acting as a **ring of protection +2** and conferring upon its wearer the power to **teleport** without error twice per day and **cause serious wounds** by touch once per day. However, the ring's side effects will pollute any holy water within 10 feet, and the touch of its wearer kills green plants.

The ring is cursed, and once put on cannot be removed except with the aid of a wish or a remove curse from a cleric of the 18th Level or above.

Anyone putting on the ring will immediately become aware of its useful powers, but not of its side effects or of the curse.

There is a 1% chance every day that the ring is worn that the Demon Telkroth, destroyer of Famulus, will become aware that Famulus' ring is being used again, in which case he will materialise before the wearer of the ring and seek to destroy him. Likewise, there is a 1% chance every time the teleport or cause serious wounds power are used that Telkroth will notice.

The DM should note that if Telkroth becomes aware of the ring while its teleport power is being used, the ring wearer will find that he has teleported to Telkroth's abode in the Demonic Abyss, there to be confronted by Telkroth.

Credits

Text	*Ralph P Ingrams*
Art & Lunacy	*Runic Press International*
Crocodile Tears	*Steve Dodd*
A leavening of sanity	*Mike Brunton & Paul Cockburn*
Cartography	*Paul Ruiz*
Playtesting	*The Patriarch, High Priest & sundry Acolytes of Durritlamish (only the names have been changed to protect the guilty).*
Other help	*Nick Walker & KMMGS*

ADVENTURE GAMES BY MAIL

As well as the items remaining in stock in our MAIL SALE, we are pleased to announce the superb range of products from **Iron Crown Enterprises**. You won't believe them until you see them. And when you see them, you still won't believe your eyes. Order now for an unbelievable experience.

IRON CROWN ENTERPRISES

Rolemaster Series:

ARMS LAW — rules designed for fantastic/ medieval missile and melee combat. Fast moving **and** realistic **£7.95**

SPELL LAW — adaptable to any FRP system. Complete spell system drawn from hundreds of cultures. Flavour and variety abound **£13.95**

CHARACTER LAW — masterful set of guidelines for FRP character development. Like all Rolemaster series products, usable with any FRP system **£7.95**

CLAW LAW — the animals strike back. Because a claw is not a dagger and teeth are not swords. At last, truly realistic armed combat **£4.75**

Boxed Arms/Claw Law **£12.50**

Rolemaster **£29.95**

The Middle Earth Series:

ANGMAR — Land of the Witch King. Complete adventures in a land of chilling danger. Full colour, double-sided map sheet, details for adventures include trolls, dragons, bears, wargs, orcs etc. Plus B&W maps, floor plans, cultures and herblore **£7.95**

UMBAR — Haven of the Corsairs. Maps, floor plans, details on wildlife, plants, climate, culture and politics. Adventure in a land of warships and traders, thieves and plunderers, ominous towers, dark wizards and scheming overlords **£7.95**

THE COURT OF ARDOR
As usual, complete components, plus details of animal lore, herbs etc. Explore this perilous jungle land of ancient swamp and island citadels held by dark elven lords and their fierce minions **£7.95**

NORTHERN MIRKWOOD
— The Wood Elves' Realm
Jam-packed with exciting components and maps, details of Lonely Mountain and holds of Sauron's evil agents and much, much more. Also covers the great Eagles, giant Spiders, Wights, Dwarves and 20 Dragons of the Withered Heath.... **£7.95**

SOUTHERN MIRKWOOD
Yet more amazing maps and information about this mysterious realm of the Wood Elves **£7.95**

FELLOWSHIP OF THE RING
This masterpiece can truly be said to be the definitive Tolkein Boardgame. An absolute must for all LOTR fans **£25.00**

MAIL SALE

CARDBOARD HEROES

Set 1 Heroes / Set 2 Brigands / Set 3 Half Orcs / Set 4 Animals / Set 5 Undead / Set 6 Monsters I / Set 7 Monsters II / Set 8 Giants / Set 9 Dungeon Dangers / Set 10 Traps & Treasure / Villains & Vigilantes Heroes / Cops, Crooks & Civilians Heroes / Traveller Heroes 1 Soldiers of Fortune / Traveller Heroes 2 Imperial Marines / Traveller Heroes 3 Zhodani

Normal Price £2.95
SALE PRICE £2.20

SWEDISH GAMES

	Normal	Sale Price
Dark Passage	£3.50	**£2.50**
Southern Flank	£3.50	**£2.50**
Ostkrieg	£3.50	**£2.50**
Defiance	£3.50	**£2.50**
Tau Ceti 2015AD	£2.95	**£2.20**

ADVENTURE GAMES INC.

	Normal	Sale Price
Tsolyani (2vols)	£7.50	**£5.95**
Adventures in Fantasy	£5.95	**£4.50**
Harpoon	£4.50	**£3.15**
Deeds of the Ever Glorious Resolution	£4.25	**£2.95**
502 (Falklands)	£3.95	**£2.95**
Book of Ebon Bindings	£3.75	**£2.75**
Yan Koriani Alliance	£3.00	**£1.99**

T&T TEE SHIRTS

Nyaah, Missed My Vital Spots (S or M, please state)	£3.50	**£2.50**
Stomach Upset (S or M, please state)	£3.50	**£2.50**

Please make all payments (cheque/PO) to Flying Buffalo. Add 10% p&p to all orders and allow 14 days for delivery

Send your order now to: FLYING BUFFALO, PO BOX 100, Bath Street, Walsall, W. Midlands.

GamesFair '84

THE CONVENTION WHERE GAMING COMES FIRST

On FRIDAY, SATURDAY & SUNDAY 6th, 7th & 8th APRIL 1984 at READING UNIVERSITY

Special guest E. GARY GYGAX

Starting at 12 noon on Friday, and continuing until 6.00 pm on Sunday, GamesFair '84 features:-

- ★ Seminar with Gary Gygax on Friday evening.
- ★ THE AD&D™ OPEN CHAMPIONSHIP — An individual, knockout competition to find the British AD&D Champion of 1984. Held over Saturday and Sunday, this limited entry event must be booked in advance.
- ★ AD&D TEAM COMPETITION — A fun, single-round competition for teams of 5 players on Friday afternoon. Team leaders: send an sae for more information.
- ★ ALL THE ESTABLISHED FAVOURITES — Including the DRAGONQUEST™ and STAR FRONTIERS™ games, Traveller, Apocalypse, RuneQuest, 1829, Railway Rivals and many more.
- ★ RESIDENTIAL OR NON-RESIDENTIAL PLACES — Non-residential bookings entitle you to full use of all the convention facilities including inexpensive hot and cold food, extended bar (adults only), ideal gaming areas and an impressive array of arcade computer games. Residential bookings entitle you to all these plus two nights in a private bedroom and full breakfast on Saturday and Sunday. Booking in advance is essential.

WE NEED YOUR HELP. Reliable, careful, experienced DMs are needed to help run the AD&D competitions. Please mark your application form accordingly if you would like to help us.

Successful bookings will be confirmed by post. Full details and confirmation of events will be given in the GamesFair programme, which will be mailed to attendees in March.
Only those who book in advance can be admitted.
Refunds (minus a £2.00 administration charge) will only be possible on cancellations made before 31st January 1984.
Persons under 14 years of age cannot be admitted.
Bookings accompanied by an incomplete list of names or the incorrect money will be returned unprocessed.

BOOK EARLY TO AVOID DISAPPOINTMENT.
TICKETS WILL NOT BE AVAILABLE AT THE DOOR.

PA Discount applies to member's ticket only. If booking for more than one person please include ALL names and addresses.

The symbols ® and ™ denote trade marks owned by TSR Inc, Wisconsin USA.

BOOKING FORM

Please make cheques/POs payable to TSR UK Ltd, and send to the organisers at: GamesFair, TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD. Tel. (0223) 212517.

Please send me ..... residential ticket(s) for GamesFair '84 at £28.50 (£26.50 for PA members) each. £ .....

Please send me ..... non-residential ticket(s) for GamesFair '84 at £7.50 (£6.50 for PA members) each. £ .....

I do/do not wish to enter the AD&D Open. Fee £1.50 £ .....

TOTAL £ .....

I am/am not a member of the PA.
My membership number is .....
I do/do not wish to help DM one of the competitions.
(Please give brief details of your experience — including age — on a separate sheet).
My name:
My address:

HIGH STANDARDS

Standard Games and Publications Ltd
Arlon House, Station Road,
Kings Langley, Herts. WD4 8LF
Telephone: 092/77 68328

Dungeon Accessory Pack I. £2.95.
Boxed with full colour illustration. Contains 12 sheets of illustrated card of flooring, store, bare ground, wood, steps, corridors, pits, grills, 1 sheet of graph paper for mapping.

Dungeon Accessory Pack II. £2.95
Boxed with full colour illustration. This pack is designed to expand your adventure, includes, boats, rafts, trees, doors, windows, table, chairs, beds, treasure, skulls, swords and many more items in this pack.

Jumbo Hex Pad £2.95
Size 17" x 25" of large consecutively numbered hexes suitable for campaign mapping and expanding on commercially produced board games, contains 10 sheets.

Felt Hex £12.95
Playing surface for role playing and the wargamer. One inch hexes printed on high quality felt, 6' x 4' colours green, blue, sand, black.
Plain Felt £5.25 per metre, 72 inch wide, colours green, blue, sand and black.

Hex Paper Pad £1.95
For all mapping needs also useful for role playing adventures. Size A4 Pad containing 50 sheets.

Macro Hex Pad £1.95
A hex paper with a large hex overprinted, enabling an area from a campaign map to be blown up and drawn in detail.

Jumbo Hex Clear Plastic £1.80
This is a sheet of clear plastic for use as an overlay.
Size 17" x 25" can be used over and over again. Hexes are numbered consecutively.

Jumbo 1" Square £2.95
10 sheets 17" x 25", 1" grids printed on parchment paper with air brush terrain.

Campaigns in Focus £9.95 per set
40 pictures, full explanation on rear Vol I The Crimean War, Vol II The 2nd Afghan War 1879

Role Playing Character Pads £1.95
50 A4 sheets of paper suitable for Dungeon Adventure. Saves hours of writing.

Cry Havoc £9.95
Medieval skirmish game of knights, peasants, bowmen.

Starship Captain £12.95
Science fiction game, 9 play boards, realistic action.

City of Sorcerers £9.95
Fantasy adventure game in two parts.

Siege (New!) £9.95
Companion game for Cry Havoc with compatible scenarios.

Thunde-rin-guns (New!) £9.95
Role playing game set in the wild west. Full colour illustrated characters.

Speed and Steel (New!) £10.95
Set in Europe in late 1930's early 1940's.

Card Warriors £2.00 per sheet
Full colour figures to aid role players and wargamers.
DA1 Saxon Army, DA2 Norman Army, F1 Dungeon Adventure, F2 Savages and Swordsmen, US1 Union Infantry, US2 Confederated Infantry, US3 Union Cavalry, US4 Confederate Cavalry, US5 Civil War Artillery.

I enclosed cheque/P.O. .....

Please send me .....

Name/address .....

.....

Send to the above address. Postage and package free U.K. only. Overseas add 15% to the total cost. For free brochure please send s.a.e. ACCESS taken. Trade enquiries welcome both U.K. and abroad.

chronicle

MINIATURES

UNIT 14, ENGINEER PARK, FACTORY ROAD, SANDYCROFT, CLWYD CH5 2QD. Tel: (0244) 537012

ADVENTURERS		
CF. 6	DWARF FIGHTER w. TWO HANDED AXE	35p
CF. 7	FIGHTER w. TWO HANDED AXE	35p
CF.11	DWARF THIEF	35p
CF.15	FEMALE CLERIC	35p
CF.32	LEFT-HANDED FIGHTER	35p
CF.33	FEMALE FIGHTER	35p
ANTI-TYPES		
CT. 3	RUFFIAN THIEF w. DAGGER	30p
CT. 3A	RUFFIAN THIEF, CLUB & KNUCKLE DUSTER	30p
CT. 3B	RUFFIAN GANG LEADER DRAWING SWORD	30p
CT. 3C	RUFFIAN THIEF w. SCIMITAR & DAGGER	30p
CT. 3D	RUFFIAN THIEF w. BROKEN BOTTLE	30p
CT. 7	EVIL DWARF	35p
ODDS & BODS		
CB. 1	TABLE & TWO BENCHES	40p
CB. 2	TREASURE CHEST	30p
CB. 3	DRAGON STATUE	35p
CB. 8	ALCHEMIST'S LAB	1.75
MONSTERS		
CM. 4	ZOMBIE	35p
CM. 5	MUMMY	35p
CM. 6	WEREWOLF	40p
CM. 7	WIGHT	35p
CM. 8	VAMPIRE	40p
CM.10	TROLL	40p
CM.15	GARGOYLE	65p
CM.21	21G ORCS — ALL TYPES e.g. SHAMAN, STANDARD BEARER, GIANT ORCS ETC	35p
CM.24	KOBOLD 4 VARS	25p
CM.24A	KOBOLD W. TWO HANDED WEAPON 4 VARS	25p
CM.24B	KOBOLD CHIEFTAIN	30p
CM.24C	KOBOLD SHAMAN	25p

THE ABOVE ARE JUST A SELECTION OF OUR 25mm FANTASY RANGES. SEND 30p FOR FULL LISTS WITH DETAILS OF NEW RELEASES AS WELL AS DETAILS OF NEW ORC ARMIES — FROM SMALL GROUPS TO GIGANTIC HORDES

HOBGOBLIN SETS. 13 FIGS. ALL DIFFERENT	£4.85 SAVE 50p!
KOBOLD SETS. 10 FIGS. ALL DIFFERENT	£2.30 SAVE 25p!
ORC SETS. 11 FIGS. ALL DIFFERENT	£3.50 SAVE 35p!
ORC UNIT SETS. 31 FIGS. ALL DIFFERENT	£10.00 SAVE 85p!

MAIL ORDER. PLEASE ADD 10% p&p (min. 30p) OVERSEAS PLEASE ADD 33% SURFACE & EUROPEAN; 50% AIRMAIL.

Interzone

the magazine of imaginative fiction

catch up with

BARRINGTON BAYLEY
RICHARD COWPER
M. JOHN HARRISON
MICHAEL MOORCOCK
JOHN SLADEK

★ discover new writers, new artists ★

you won't find **Interzone**
in your local newsagent —
but you will find it
appearing through your letterbox
four times a year if you send £5 to

INTERZONE
124 Osborne Road, Brighton BN1 6LU

single issues and back numbers —
£1.50 inc p&p

Please mention IMAGINE magazine when replying to advertisements

PA MEMBERSHIP

The PA is a club for all players of role playing games, particularly the D&D® and AD&D™ games. Since it was founded in 1981, the PA has become the country's largest D&D club, and now has this 4-page section in IMAGINE™ magazine. The benefits of membership include:

* Free quarterly broadsheet featuring hobby articles and news, competitions and new product information.
* Free badge, sticker and personalised 'credit-card style' membership card.
* Special offers available only to PA members, including the 'R' series of modules and Bargain Basement — your chance to buy damaged-but-usable stock at greatly reduced prices. Fuller details of the special offers are given in the broadsheet.
* Free postage and packing on mail orders from TSR UK Ltd for UK and BFPO members.
* Discounts on tickets for GamesFair hobby conventions.
* Listings of PA members in your area (send SAE).

Membership of the PA costs £2.50 per year for new UK or BFPO members (£2.00 for renewals) and £5.00 (or US $10) for overseas members. Just fill in this coupon and send it to:

PA Memberships, TSR UK Ltd, The Mill, Rathmore Rd, Cambridge CB1 4AD, England

together with a cheque or postal order made payable to TSR UK Ltd.

☐ **Please enrol me as a new member of the Players Association.** I enclose a cheque/PO for £2.50 (overseas £5.00 or US $10).

☐ **Please renew my membership of the PA.** I enclose a cheque/PO for £2.00 (overseas £5.00 or US $10).

My PA number is .....

Name (Mr/Mrs/Miss/Ms*) .....

.....

Address .....

.....

.....

I do/do not* wish my name and address to be available to other members.
(* delete as appropriate) I10

D&D® PLAYERS ASSOCIATION NEWS

THE NEWSLETTER
OF THE BRITISH
DUNGEONS & DRAGONS®
PLAYERS ASSOCIATION

PAN PIPINGS

Christmas and the turkey have been and gone, and the New Year is now upon us. 1984 is seen as an ominous date but, in keeping with the rest of the doubleplus-good IMAGINE™ magazine, Pan Pipings is going to ignore the Orwellian implications entirely. The New Year is also a traditional time to look back at the preceding twelve months, and take stock of what happened.

1983 saw (and 1984 will see) some of the most significant developments in the AD&D™ and D&D® games since they were first introduced. The new, revised (again) D&D Basic Set made its appearance and was greeted with widespread praise on its strengths as an introduction to the hobby, and the question 'Why wasn't it available five years ago?'. The Basic Set is a concrete sign that the hobby is no longer a fringe activity, but is now moving into the area occupied by general 'family' games. Although many 'veteran' players are wary about this change, the enthusiasm of these newer players must benefit us all.

The AD&D game also saw many changes which will, I believe, have to alter the way the game is played by many people. The introduction of new spells such as the cantrips; and the new character classes, the barbarian, the cavalier (to be published in the next issue) and the thief-acrobat, are going to make a big difference to the campaigns of many players, if all the changes are carried through.

Like it or not, most players (and DMs) play a limited version of the game — the 'hack-and slay' game. It's great fun, but a lot of the real challenge of the game is no longer there. A sure sign of this kind of game is one in which all players have 31st level paladins with spare(!) Holy Avenger Swords+5. Hack-and-slay takes out much of the social interaction which makes the game enjoyable — you can't hold an intelligent conversation with the remains of three dozen frost giants.

The new rules should change the way in which many games are played. Without a background to set them in context the barbarian and the cavalier become pointless complications to an already intricate game. Both classes **need** a society to fit into — the barbarian needs the tribe, otherwise he is simply a savage fighter with more hit points than normal; the cavalier needs a feudal background, or he (or she) becomes a poseur on horseback. The classes only come to life when they have to get along with the rest of a society — the cavalier looking down upon the rest of society from the lordly splendour of a saddle; the barbarian looking in from outside at the same society which he or she probably regards with disapproval tinged with envy.

The cantrips of magic users and illusionists will also change the nature of play. Most have effects which only make sense in a campaign where personalities are more important than the amount of damage dished out in combat. The **Yawn** cantrip, for instance, could be devastating if cast upon someone having an audience with a powerful monarch (the yawnee cast into the dungeon for gross discourtesy etc), but it would be meaningless in the context of a hack-and-slay session.

1984 is the tenth birthday of the D&D game, and of its creation, TSR. What many people seemed to believe would only be a fad has survived (remember skateboards?), and is set to become one of the most popular games of all time. 1984 could be interesting.

And now, after writing all that serious stuff (and setting myself up for a barrage of mail disagreeing with every word) I will be allowed to go back into my padded alcove. The IMAGINE Thought Police will leave me alone for another month.

I love Big Editor... I love Big Editor... I love...

Michael Brunton

DISPEL CONFUSION

Dispel Confusion is a question and answers column intended to help hobby gamers overcome problems they have had with game rules.

Normally, we answer a variety of questions dealing with the actual mechanics of the games - the way rules affect play. This time, however, we are changing the format of the column to deal with a problem that is more one of Dungeon Mastering style than rules interpretation.

For interesting answers, we first need good questions - so send your queries to: ***Dispel Confusion, TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD.***

DUNGEONS & DRAGONS® and ADVANCED DUNGEONS & DRAGONS® games

Q. I have been running a campaign for just over two years and the players have attained around 20th level each. They have now turned their attention to political matters and have designed a plan to sieze power in at least one large country (the campaign is set in the **Judges Guild** world). Unfortunately this plan will cause widespread war on a massive scale.

This is where the problem lies — with such large forces involved it is obviously unrealistic to fight it on a one-to-one scale. After searching for suitable rules I remembered the **Swords and Spells** book advertised in the **Players Handbook**.

The plan devised by the players is to assassinate the two most powerful rulers — the World Emperor and the Invincible Overlord. This will obviously cause civil war in the two countries and widespread revolt in any occupied territories.

I have worked out basic systems for supply and levying troops, but I would like hints and tips about any of the developments and problems that are common to this type of campaign.

A. Several interesting points are raised by this question, which apply to many campaigns, not just the one above.

Firstly, we would question the wisdom of allowing a campaign to develop to the point where 20th level characters are the norm. If only to make a DM's existence easier, we would suggest that players are encouraged to retire their characters at an earlier stage.

Essentially what is proposed is a political struggle carried on by military means — the overthrow of a centralised Imperial authority by a group of powerful citizens. This need not involve 'war on a massive scale'. By limiting the cast of characters to those in the palace — and the action to a social/intriguing level — a game will emerge that is just as much fun, and certainly much more manageable.

If the player characters have amassed sufficient experience points to reach 20th level then some Non-Player Characters (NPCs) should have done the same thing — after all, it is clearly possible for talented people to do so, and NPCs should be as talented as player characters. These NPCs might be anxious to see the current order maintained, and take appropriate action. The player conspirators could thus be faced with a small group, as powerful as themselves, thwarting their every effort. Any ruler who failed to take adequate precautions with such characters in his land would be a fool. It is likely that the World Emperor and the Invincible Overlord would keep a close eye on their more powerful subjects, and be forewarned of their general intentions. Forewarned may well be forearmed, even to the point of pre-emptive action — assassinating potential assassins. In any case, rulers with dangerous subjects take precautions — heavy personal body guard detachments, protective spell use, spying, assassination, taking hostages as guarantees of good behaviour, retaliation for acts of rebellion, etc.

Basically, we are trying to suggest alternatives to full scale war. A palace coup d'etat has one advantage for the DM — its small scale. By the time blood has been spilled and knowledge of the coup attempt has become widespread, the new regime is either firmly established or it has been beaten off and destroyed. The outlying parts of the Empire and most citizens

TURNBULL TALKING

Let me first pause with the *Letters* column of **IMAGINE** magazine, issue 9, and have a word with Jonathan Smith (since we didn't meet at Games Day). Jonathan — you are extending the particular to the general, and that's naughty. No-one said (except you) that 'all RPG designers are greedy and lazy'. I said that those who overtly copied the original D&D® game were thus, and there's plenty of evidence if you look for it. On the other hand I have seen a lot of inventiveness in RPG design — these designers deserve my praise, not my criticism. OK?

Pausing a nonce more with issue 9 and *Tavern Talk*, I won't react to Pete Tamlyn's barb about my senility, lest he decide after all to publish the photo he took at GamesFair. I **like** your column, Pete — honest!

Which brings me to GamesFair and a few words about the ideas behind it. It is advertised elsewhere in these pages as *'the convention where gaming comes first'*, and that's the root of it. Time was when the gaming hobby in the UK was much less populated and those few aficionados spread all over the country found it well-nigh impossible to find a games shop and browse. By the same token these players found it quite difficult to meet others of similar interests within reasonable travelling distance — and this explains the emergence of the flourishing postal hobby.

In these days a convention which served a dual purpose was, in the mind of the gamer, fair enough. It allowed one enthusiast to meet many others, to play games with others and exchange ideas. It also gave the gamer the chance — at the trade stands — to see what was new and available. For many, this was the only reasonable chance to hear opinion, inspect and buy.

Not so today. There must be precious few readers of this magazine who can't buy the game they want without going to the ends of the earth. 'The leisure games industry is booming,' say the pundits, and if they mean that a lot more people are getting a lot more enjoyment out of gaming than hitherto, I'm sure they're right. I guess that pretty well every town and city in the UK now has a games shop, or at least a shop where games can be examined and bought.

In turn, the 'commercial' function of the convention is now almost obsolete, and that's where GamesFair comes in. Gaming (and associated activities like talking about games) is the top and virtually only priority (one has to include a bit of eating, sleeping and so on). The small commercial presence is hidden well away from the gaming areas —

closer to home only discover that the coup has happened when it is all over. The only military powers which can be involved are those limited forces the plotters sneak in and the equivalent of the Praetorian Guard — the ruler's household troops. The DM only has to worry about a company or two of troops with this option.

If you still want to run a large scale war unfortunately 'Swords and Spells' is no longer available. However, any good reference work on the Imperial Roman army or similar will illustrate the problems of keeping large numbers of men in the field. Wargames Research Group produce Ancient Wargames rules which can be interfaced with the AD&D™ game to produce a hybrid rules system — and if all else fails there are always the **Warhammer** rules from Citadel Miniatures.

Once the coup attempt has happened we suggest that the player characters are retired. If they failed they will probably be dead, executed by vengeful authorities. If they won they will now be occupied with running their new domains, and fighting off counter coups by any other groups. The DM should take control of the characters, who will now become the targets for the next generation of power-hungry adventurers.

Power politics is not the easiest type of struggle to DM, but it can be one of the most interesting.

Mike Brunton, Graeme Morris & Phil Gallagher

indeed, so well hidden that we have had the odd complaint from people who wanted to buy something and couldn't find the trade stands. Games are played in profusion — the official AD&D™ competition notwithstanding; I have seen **D&D®**, **AD&D**, **Runequest**, **C&S**, **STARFRONTIERS™**, **Traveller**, **TOP SECRET®**, **GANGBUSTERS™**, **1829**, **Railway Rivals**, **Acquire**, **Illuminati**, **Doctor Who**, **DRAGONQUEST®**, **Cosmic Encounter**, **Dune**, **Magic Realm** and **Bushido** games — and even then I must have missed some.

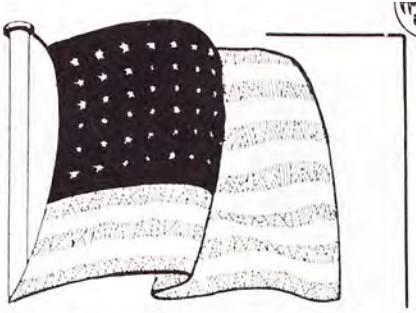
So in promoting GamesFair, TSR's aims are simple — to provide a place where gamers can meet friends old and new, have the occasional bite to eat and perhaps find some sleeping time.

Oh yes — there is also a collection of pinball and video machines, and if you think you recognise that youthful (despite Pete Tamlyn), greying figure hunched over the pinball, try to cadge a drink — it might just work.

Don Turnbull

DIALOG

With Games Day behind us, and GamesFair to look forward to, Lewis Pulsipher takes a transatlantic look at conventions.



I'd just returned from a trip with a friend to a miniconvention 60 miles away at a large state university. My Alter Ego emerged from the Castle Puls dungeon to take a break.

'How did you and Zandy like it?' he asked.

'Well, you know I only heard about **Wrath of Con** two weeks before the weekend, but that gave me time to write for — and get — information. Half the time I write for info about a con and never hear a thing, but these organisers sent maps, a schedule and a list of restaurants and motels. They even warned about the football game on Saturday.'

'Football! Did you have to fight through 50,000 spectators?' Alter looked bemused. 'Why did they schedule a con opposite that madness?'

'They wanted the con early in the school year so that people would have time to come. Later in the year students would be too far behind in their studies to take the time, theoretically. And this university has a home football game every weekend in September.' I sighed. 'Unfortunately, while the organisers remembered to warn conventioneers to come early, they forgot that the visitors' parking they marked on the map would be reserved for football spectators on Saturday. We managed to find the last place to park within half a mile of the convention.'

'So,' said Alter, 'the first rule for holding a convention is to schedule it during a quiet time, when people aren't likely to be otherwise occupied and when there won't be crowds around.'

'Definitely. Finally we made it to the convention building — fortunately the organizers had provided a detailed map by photocopying and colour-coding the university campus map — and registered. Most conventions hand out name-tags, so that you needn't call everyone "you", or constantly ask for names....'

'That you'll forget in two minutes anyway.'

'....but this convention didn't have name-tags. Why, I could have been standing next to Paul Cockburn himself, and wouldn't have known it.'

'Maybe that's your good fortune,' Alter laughed.

'Don't be that way! Just because he has a secretary to type his letters, doesn't mean you have to be hard on PC.'

Alter sneaked a glance at me when he thought I wasn't looking. 'Only creeps have other people type their letters....' he muttered. 'Anyway, boss, I doubt whether PC would come to North Carolina, not even for the summer-like fall weather. Nobody recognized **you**, I take it.'

'Well, I'm sure most people **noticed** us, two over-30s among college kids, Zandy looking like a long-haired male throwback to the 60s and me at 6' 7". But I didn't advertise myself, and there was no-one there I'd met before.'

'They didn't have any talks or demonstrations?'

'The **Society for Creative Anachronism** put on a mock fight with their wooden swords and all, but that's it. It's useful to watch them fight, if the fighters are good, but newsmen tend to come round, watch the SCA, ignore the gaming, and write about a bunch of nuts beating their brains out at the local D&D® game convention.

'At least they had a dealer room,' I added, 'even if there was only one dealer.' If I keep buying one new d20 per year, I thought, I'll soon be able to put one in every room of the dungeon. 'No auction of used games though, and no talks or panel discussions, sadly.'

'I remember the talks **you** gave at **Origins** — I had to type the handouts — but things like that give the less experienced players a chance to talk to the speaker afterwards, if nothing else. It must be hard for a first-time mini-convention to line up someone well-known enough to draw as a speaker,'

'That's true, Alter, but I think people are attracted to such things by the topic, not the speaker.'

'Unless he's Gary Gygax.' I'm afraid Alter didn't sound very respectful as he said this.

'I understand even Jim Dunnigan drew small audiences at **Origins** this year compared to the huge ones of the past. Now that it's Jim Dunnigan, author, rather than the **SPI** President talking about **SPI**, people are much less interested. But as long as the topic is interesting, the speaker(s) are competent, and the scheduled time doesn't conflict with popular tournaments, talks should draw decent audiences.'

Alter looked at my registration ticket. 'What's this thing?'

'Oh, they gave each person a ticket, with the names of the events he'd registered for printed on it. The referee for an event could ask to see the ticket to confirm proper registration, though no-one ever did. I think this is a better system than giving out separate tickets for each event, like the big conventions do; but at **Wrath of Con** there were few enough events that no-one would need more room than the receipt provided.'

'They did offer pre-registration, didn't they?'

'Yes, but I found out about the con too late to pre-reg, and anyway, I wasn't sure I'd play anything. You know me, I go to conventions to talk and meet people, not to play games. But Zandy wanted to play, there wasn't much else to do, I hadn't played in four months — sigh — and the convention fee included up to three non-tournament events, so I had no reason not to play.'

'I thought you didn't like to play characters assigned by the referee.'

'No, the game loses its sense of reality then. Fortunately, our first referee let us use our own characters, even though the pre-reg info said all characters would be assigned. Zandy and I played it as a dream, of course, so that whatever happened didn't count for or against the characters. But it still felt more real than when we used assigned characters later.'

Alter frowned. 'It takes a lot of flexibility to accept 'real' characters.'

'Especially at eleventh level, which is where we were. And we tore up his scenario! In the second game we used made-up characters, and had nine players. That's just too many to allow for rationality in a two-hour adventure —'

'**Two hours!**' Alter yelled. 'That's ridiculous.'

'I thought so too. We got more done than I'd expected, but partly because the referees used hurry-'em-up methods. Zandy and I were especially surprised — appalled — that these people did all the tactical manoeuvring and arrangements verbally — no board, no pieces, barely a single marching diagram written on a blackboard. Certainly makes for sloppy play.' I glanced at the clock. 'We'll have to talk about that later. It's time **you** got back to work.'

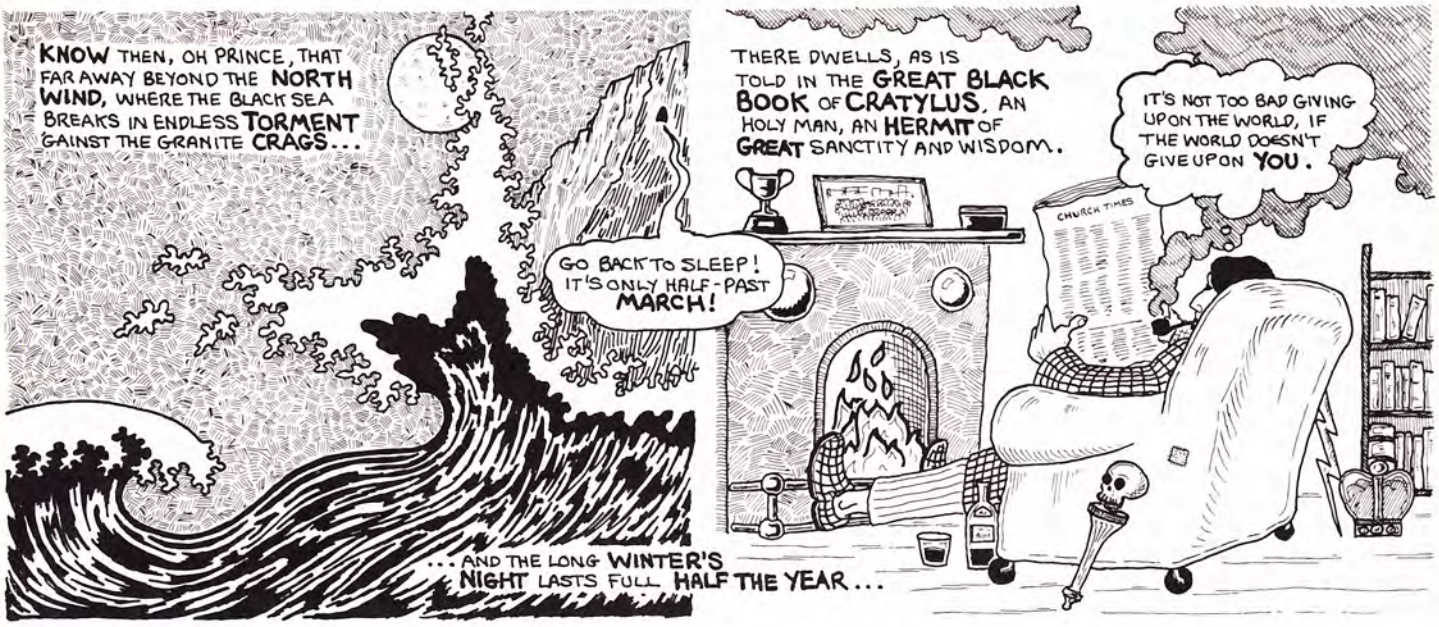
'Slavedriver.'

Lew Pulsipher

*Lew will continue his **Dialog** with Alter next month, continuing his recollections of **Wrath of Con** and like musings....*

THE RULBIC OF MOGGEDON

THUS SPAKE THE GRAND MASTER, SAYING...


KNOW THEN, OH PRINCE, THAT FAR AWAY BEYOND THE NORTH WIND, WHERE THE BLACK SEA BREAKS IN ENDLESS TORMENT GAINST THE GRANITE CRAGS...
... AND THE LONG WINTER'S NIGHT LASTS FULL HALF THE YEAR...
GO BACK TO SLEEP! IT'S ONLY HALF-PAST MARCH!
THERE DWELLS, AS IS TOLD IN THE GREAT BLACK BOOK OF CRATYLUS, AN HOLY MAN, AN HERMIT OF GREAT SANCTITY AND WISDOM.
IT'S NOT TOO BAD GIVING UPON THE WORLD, IF THE WORLD DOESN'T GIVE UPON YOU.
CHURCH TIMES

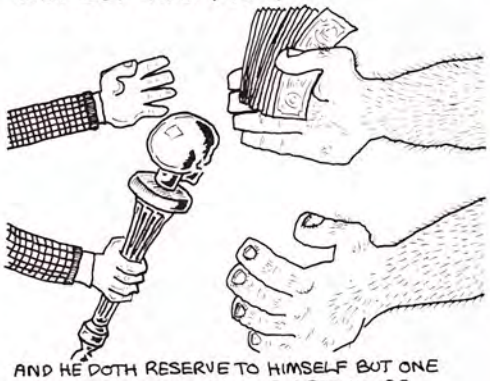
SUCH INDEED IS HIS SANCTITY THAT THE CATACLYSM CAME NOT NEAR HIM, BUT STOOD APART, AND TREMBLING DEPARTED...

THE WORLD SEEMS TO BE SPINNING...
... AND HE WENT SCATHELESS FREE.
IT IS SPINNING! ROLL ON THE THIRD AGE!
THIS HERMIT THROWS ONE HELLUVA PARTY!

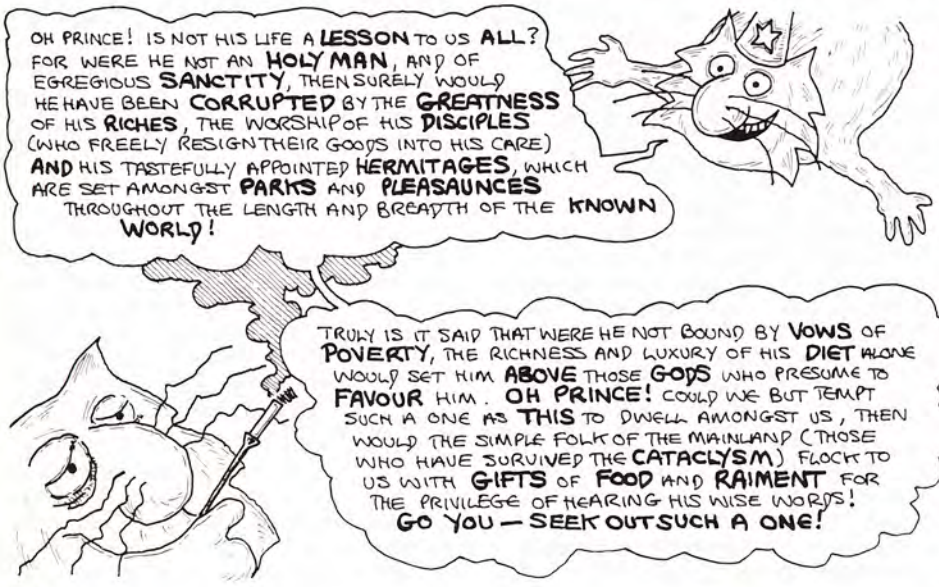
AND TRULY DO THE GODS LOVE HIM, FOR TO HIM HAVE THEY GRANTED THE POWER...

HONEY, WHERE ARE MY CONTACT LENSES?
YOU'LL FIND THEM ON THE DRESSING TABLE.
GEE, HONEY! YOU'RE SO WISE!
DO NOT DISTURB
... OF PROPHECY!

MANY SEEK HIM OUT WITH QUESTIONS CONCERNING THOSE THINGS THAT HAVE BEEN LOST OR MISLAID AND CANNOT BE FOUND BY MORTAL MEANS. GIFTS DO THEY BRING, AFTER THEIR FASHION. SIMPLE THINGS; CLOTHING, FOOD AND MONEY. AND SHOULD THESE GIFTS SEEM GOOD IN HIS SIGHT, THEN DOTH HE REVEAL WHERE THOSE THINGS THAT HAVE BEEN LOST MAY BE FOUND.



AND HE DOTH RESERVE TO HIMSELF BUT ONE TENTH PART OF THEIR VALUE, LEST HE BE CORRUPTED BY WORLDLY GOODS.

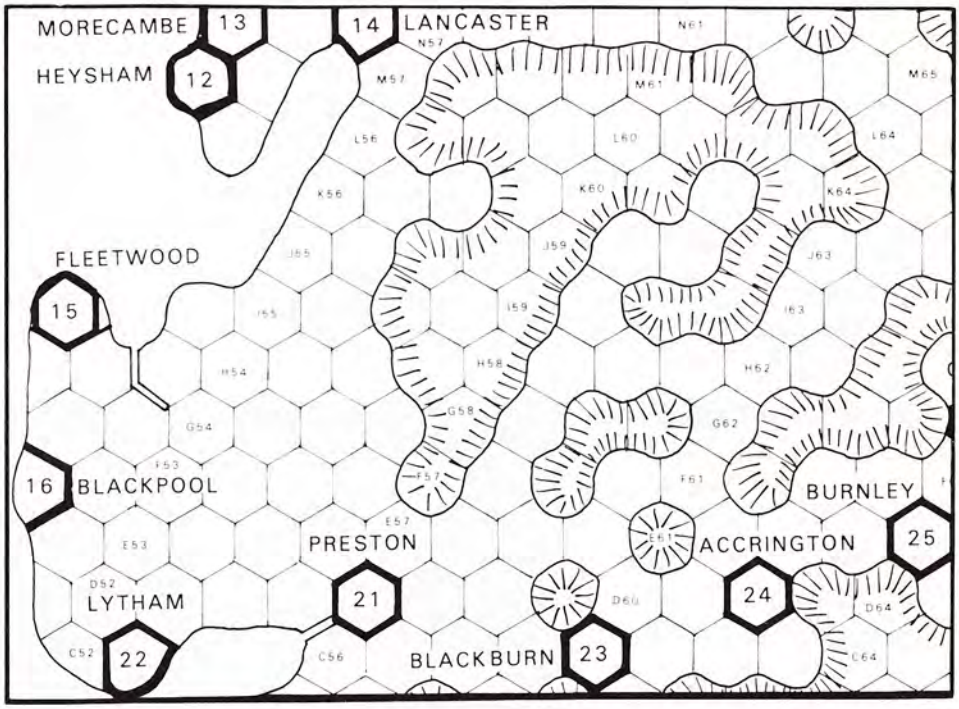

OH PRINCE! IS NOT HIS LIFE A LESSON TO US ALL? FOR WERE HE NOT AN HOLY MAN, AND OF EGREGIOUS SANCTITY, THEN SURELY WOULD HE HAVE BEEN CORRUPTED BY THE GREATNESS OF HIS RICHES, THE WORSHIP OF HIS DISCIPLES (WHO FREELY RESIGN THEIR GOODS INTO HIS CARE) AND HIS TASTEFULLY APPOINTED HERMITAGES, WHICH ARE SET AMONGST PARKS AND PLEASAUNCES THROUGHOUT THE LENGTH AND BREADTH OF THE KNOWN WORLD!
TRULY IS IT SAID THAT WERE HE NOT BOUND BY VOWS OF POVERTY, THE RICHNESS AND LUXURY OF HIS DIET ALONE WOULD SET HIM ABOVE THOSE GODS WHO PRESUME TO FAVOUR HIM. OH PRINCE! COULD WE BUT TEMPT SUCH A ONE AS THIS TO DWELL AMONGST US, THEN WOULD THE SIMPLE FOLK OF THE MAINLAND (THOSE WHO HAVE SURVIVED THE CATACLYSM) FLOCK TO US WITH GIFTS OF FOOD AND RAIMENT FOR THE PRIVILEGE OF HEARING HIS WISE WORDS! GO YOU — SEEK OUT SUCH A ONE!

AND SO...
PROCLAIM A GRAND COMPETITION!
WITH PRIZES?!
LET THE SAGES OF THE WORLD STRIVE FOR MASTERY, AND HE WHO WINS THE LAUREL CROWN WILL MOST ASSUREDLY PUT THE PROFIT BACK IN MOGGEDON!

CHAIN MAIL by Brian Creese

A bi-monthly feature about the postal gaming hobby

RAILWAY RIVALS



And so it happened, best beloved, in that most desolate and westerly part of our island, or Milford Haven as we usually call it, that a man had a singular idea. What is more, he was a very singular man indeed, for he was a man of many interests. Not only was he a Geography teacher — a noble profession — but also a man with a passionate interest in both railways and games. This singular idea, best beloved, as with all great ideas was, in retrospect, astoundingly simple. He decided to link his interests, his knowledge of Geography, his passion for railways and his love of games, and invent a game about railways played on a map. So simple it was, this idea, and it seemed so good, he decided to try and sell his idea to other people, but to do this he needed a name. And so he called it **Railway Rivals**.

I have to confess to a personal bias, for David Watts' Railway Rivals is possibly my favourite game. It combines all I require from a game: it is easy to learn and play, requires a fair amount of skill, — and just occasionally (unlike **Diplomacy**) I actually win! Sadly, I have to say that I was not in on the real pioneering days when RR fans bought hex sheets, stuck them together with tape, and laboriously followed complex instructions to draw up their own maps. When I first played it was on black and white maps which had to be covered in clear plastic before use, while now David's maps are coloured, laminated and of excellent quality.

But I haven't told you about the game and how you play it. The Railway Rivals map consists of an area (a country or part of a country) with various hexes designated as towns, hills or rivers. Each town has a number, or in some cases several numbers, which are called key numbers.

The first part of the game consists of building your railway track — in reality drawing your route on a map in coloured pen. Naturally enough it is harder, and more expensive, to cross rivers or tunnel through hills than it is to build across 'empty' spaces, so you have to choose between cheap but long routes or expensive direct ones. When all the towns have been connected by players' tracks the second phase begins, the racing.

Races are held between locations bearing key numbers on the map, and players may decide to enter any race using their own track, which is free, and other people's, which costs money. The actual race is sheer snakes and ladders: you roll a 6-sided die and, using your chosen route, see who gets to the destination first. There is money awarded for 1st and 2nd in each race. If the race is long, you may decide on a joint effort with another player — though of course, if you win you have to split the rewards. Winning the entire game depends solely on the material gains, the player with most money after all the races being the winner.

In face-to-face games the racing is often the best part, particularly if a traditional 6-sided die is used. This can lead to the player with an impossibly long track throwing 6s while the player with the ace route consistently throws 1s, to the cheering of onlookers. In the postal game, however, the racing is, frankly, dull as the GM does all the die throwing in the privacy of his own home. Conversely the building stage is fascinating. Each turn, you are given three numbers for building and several weeks to think about it! I have my RR maps hanging on the wall and spend far too many hours staring blankly at them, desperately trying to decide what is **the** route for that game. There is limited scope in the postal game for Diplomacy-style negotiation, largely when deciding on joint runs during the racing, but for me, it is the depth of planning you can indulge in during building that is the fascination. Indeed, the best postal games on the best maps often come close to realising David Watts' original intention, producing a railway map which approximates to that of the great railway expansion of the 1850s.

Railway Rivals is, deservedly, one of the most popular postal games around, but has failed to gain an equivalent hold on the 'mass' of the games-playing public. I suspect the reason for this is the difficulty in packaging a game which consists largely of A2 printed maps; similar problems must have been experienced by TSR when they started marketing the D&D® game — how do you sell three rule books? If you see RR in a games shop it will probably be in the form of a cardboard tube containing maps, pens and rules, a good effort but not really sufficiently striking. The enthusiasm displayed by RR players shows that the game has the potential to be a huge success; let us hope, for David's sake, that it realises that potential.

Brian Creese

Addresses and Information:

Railway Rivals is played in many postal games zines. As usual the place to start looking is ***20 Years On****. David Watts runs his own zine,* ***Rostherne Games Review,*** *and he is always willing to answer questions and give you information.*

20 Years On:
Simon Billenness, 20 Winifred Road, Coulsden, Surrey CR3 3SA

David Watts:
'Rostherne', 102 Priory Road, Milford Haven, Dyfed SA73 2ED.

Games

FOR WAR, FANTASY AND SCIENCE-FICTION GAMING

50-54 Manchester St., Liverpool L1 6ER. Tel: 051 236 2605

Unit 20, Merrion Centre, Leeds 2. Tel: 0532 456376

63 Allerton Rd., Liverpool L18 Tel: 051 722 9022

MAIL ORDER 85-87 Victoria St., Liverpool L1 6DG. Tel: 051 227 1505

TRADE 89 Victoria St., Liverpool L1 6DG Tel: 051 236 2605

ROLE-PLAYING GAMES by FGU

CHIVALRY & SORCERY Second Edition
Chivalry & Sorcery 3 volume boxed set £13.50
C & S Sourcebook 2 supplementary material £4.50
Swords & Sorcerers revised second edition £3.95
Bireme & Galley C & S naval combat £8.95
Castle Plans 25 mm scale castle floor plans £3.75
Fortification Plans 25 mm floor plans £3.75
Homes & Hovels 25 mm cut-out medieval buildings £3.95
Towers for Tyrants 25 mm cut-out medieval keep £4.75
AFTERMATH – post holocaust rpg. boxed £13.50
Into the Ruins. Aftermath scenario book £3.95
Operation Morpheus. Aftermath scenario book £5.50
DAREDEVILS rpg set in the 1930's.
Boxed Set rulebook, scenarios, ref's screen £9.95
Daredevils Adventures, book of three complete adventures £3.50
PRIVATEERS & GENTLEMEN – naval rpg 1755-1820
Boxed Set rules, charts etc £11.50
BUNNIES & BURROWS – rabbit role-playing £3.95

VILLAINS & VIGILANTES 2nd Edition – Boxed set £7.95
2nd Edition rulebook only £3.95
Crisis at Crusader Citadel – intro adventure £3.50
Death Duel with the Destroyers – V & V adventure £3.50
Island of Dr. Apocalypse – V & V Adventure £3.50
FORCE – V & V adventure £3.50
Opponents Unlimited V & V NPC's and their organisations £3.50
WILD WEST western role playing
Boxed set rules, maps, charts etc £7.50
Trouble on Windows Peak. Wild West scenario pack £2.75
BUSHIDO Detailed rpg set in the Land of Nippon
Boxed set, rule books, maps, charts, tables etc £10.75
Valley of the Mists Bushido Scenario pack £3.50
LAND OF THE RISING SUN – Samurai period Japan rpg
Boxed set, rules, charts etc £11.95
MERC modern mercenary rpg, skirmish wargame
Boxed set, rules, plastic overlay, charts etc £8.95
Merc supplement, more rules & skills £3.50

BUSHIDO

ROLE PLAYING IN FEUDAL JAPAN

back in print!

back in stock!!

back in the U.K.!!!

£10.75

BUSHIDO – THE WAY OF THE WARRIOR

WAKARIMASU KA?

GRENADIER MODELS

Top quality metal figures from the best known miniatures company in the U.S. and now available in Britain. Below is a selection of their range. Send SAE for full lists.

CALL OF CTHULHU – Officially Approved range. **£7.95** per box.
Box 1: Adventurers **Box 2:** Creatures
DRAGONLORDS Excellent fantasy range. **£5.50** per box.
Box 1: Wizards **Box 2:** Halflings Box 3: Dwarves **Box 4:** Hirelings **Box 5:** Fighting Men **Box 6:** Specialists **Box 7:** Females **Box 8:** Thieves **Box 9:** Wizard's Room **Box 10:** Horrors of the Marsh **Box 11:** Orcs of the Severed Hand **Box 12:** Subterranean Terrors **Box 13:** Adventurers – Golden Quest
AUTODUEL – Official **Car Wars** Miniatures all at **£3.25** per blister pack.
1. 4 Vans **2.** 4 Pick-Ups **3.** 4 Luxury Cars **4.** 4 Mid-size cars **5.** 7 Compacts and sub compacts **6.** 4 Station Wagons **7.** 10 Motor-bikes **8.** 4 Assorted Wrecks **9.** 10 Side-cars & Turrets **10.** 2 Articulated Trucks
Autoduel Miniatures are to 1/180 scale
OGRE MINIATURES – Official range **£3.25** per pack, unless otherwise marked
1. Ogre Mark V **£5.50** (1 per pack) **2.** 4 Heavy Tanks **3.** 4 Missile Tanks **4.** 4 GEV's **5.** 4 Howitzers **6.** 4 Mobile Howitzers **7.** 5 Light Tanks **8.** 2 Command Posts **9.** 4 Combine GEV's
Ogre Miniatures are to 1/285 scale
TRAVELLER – Official range. **£7.95** per box
Box 1: Imperial Marines
FANTASY LORDS – new fantasy range all at **£7.95** per box
Box 1: Dragons of the Emerald Idol **Box 2:** Skeletons – Raiders of the Undead **Box 3:** Elves of the Sylvan Brotherhood

NEW FROM FGU

OTHER SUNS A completely new SF role-playing game. Characters are encouraged to seek ways other than violent combat to achieve their goals. Combat is very realistic and consequently VERY dangerous. Boxed set of 2 books, ref's screen and charts **£10.75.**
SOURCEBOOK for Chivalry & Sorcery. Now revised to bring it into line with the new C&S this supplement enhances and develops the standard system **£5.50.**

NICE DICE PRICE!

Standard polyset 6 dice £1.20
Or with inked numerals £1.30
Deluxe polyset with inked numerals £1.30
Fireball polyset £1.50
Or with inked numerals £1.75
Transparent Gem polyset £1.95
Or with inked numerals £2.25
Five assorted colour D6 ..... 40p
30 sided dice 70p
30 sided dice inked 80p
Nickel/Copper Plated D30 ..... £1.00
Nickel/Copper Plated other sizes 50p

Fire & Movement Issue 37: The Civil War; Black Sea ★ Black Death; Multi-Player Flat Top; Reviews; Miniatures; Computer games; Letters.
The Space Gamer Issue 65: Superheroes in TFT; Star Fleet Battles; Champions review; PMB update; news; reviews.

BARCLAYCARD VISA

WHY NOT ORDER BY TELEPHONE USING ACCESS OR BARCLAYCARD
save the trouble of sending a letter and cheque.

WE PREFER THIS METHOD. We can try to answer any queries and you will also be sure you are getting exactly what you want and sooner normally by return of post.
P&P: UK & BFPO: Order value over £6.00 – free
Up to £6.00 add 25p
OVERSEAS: Charged at cost. Please allow for this in your order. If in doubt write or phone.

OVERSEAS TRADE ORDERS WELCOME

FGU BOARDGAMES (BG) & RULES (R)

Diadem: Science Fiction BG £14.50
Lords & Wizards: Fantasy BG £10.95
Colony Delta: Science Fiction BG £8.95
Oregon Trail: BG. Good solo £9.50
Star Explorer: BG Excellent solo £10.95
Archworld: Rules for fantasy battles £3.50
Galactic Conquest: SF RPG rules £2.75
Odysseus: History based fantasy rpg £3.75
Royal Armies of the Hyborean Age: R £3.95
Starships & Spacemen: SF RPG £4.75

STANDARD GAMES & PUBLICATIONS

Cry Havoc – medieval skirmish game £9.95
City of Sorcerers – fantasy boardgame £9.95
Starship Captain – SF boardgame £12.95
The Village – extra map for Cry Havoc £2.85
The Crossroads – as above £2.85
The Forest – new map for Cry Havoc £2.85
Dungeon Floor Plan – role playing aid £2.50
Dungeon Accessory Pad as above £2.50
Felt hex – cloth playing surface; blue, sand or green. All with printed hex grid £12.95
Clear Plastic Hex Sheet – overlay £1.80
Siege – NEW compatible with Cry Havoc £9.95
Thunde-rin' Guns – Old West excitement £9.95
Speed & Steel – Blitzkreig boardgame £10.95

TUNNELS & TROLLS
FANTASY GAMES SYSTEM

Rulebook (2nd edition) £3.95
Tunnels & Trolls. Boxed Set £6.95
Naked Doom Solo Dungeon £2.25
Sorcerer Solitaire Solo Dungeon £2.25
Sword for Hire Solo Dungeon £2.50
Labyrinth Solo Dungeon £2.25
Buffalo Castle Solo Dungeon £2.25
City of Terror Solo Adventure £3.95
Beyond the Silvered Pane Solo D £3.00
Arena of Khazan Solo Adventure £2.50
Weirdworld Solo Dungeon £2.25
Overkill Solo Dungeon £2.25
Dungeon of the Bear Levels 1,2,3 ..... £3.50
Uncle Uglies Underground £1.50
Circle of Ice Solo Adventure 75p
Abyss Solo Adventure 75p
Goblin Lake Solo Adventure 75p
Catacombs of the Bear Cult 1 ..... £3.00
Sea of Mystery Solo Adventure £3.00
Grimtooth's Traps Game aid £3.75
Deathtrap Equalizer Solo Dungeon £3.30
Blue Frog Tavern Solo Adventure £2.50
Misty Wood Solo Adventure £2.50
City Book Aid for all FRP systems £7.50
Sorcerer's Apprentice Magazine £1.75
Grimtooth's Too Game and Vol 2 ..... £3.75
Gamesmen of Kasar £3.00

STEVE JACKSON GAMES

Car Wars: motorised murder and mayhem £3.95
Car Wars Exp Kit 1: more mm & m £2.25
CW Exp Kit 2: more & more mm & m £2.25
Sunday Drivers: CW rp adventure £3.95
Truck Stop: CW big rig supplement £3.95
Autoduel Quarterly: Car wars mag £1.75
Ogre: classic game of super tanks £3.95
GEV: expands upon the Ogre idea £3.95
Battlesuit: power armoured infantry £3.95
Illuminati: the stealthy alternative £4.25
Illuminati Expansions 1 & 2: each £4.25
Necromancer: wizard combat £3.95
CB Heroes: latest releases £1.99

TSR UK Ltd.

D & D Basic Set rules, dice, ... £8.95
D & D Expert Set, rules dice, adv £8.95
D & D Basic Rules only £3.95
D & D Expert Rules only £3.95
D & D Character Records sheets £2.50
A D & D Dungeon Masters Guide £9.95
A D & D Players Handbook £8.95
A D & D Monster Manual £8.95
A D & D Deities + Demigods £8.95
A D & D Fiend Folio £8.95
A D & D Dungeon Masters Screen £4.95
A D & D Character Record sheets £3.50
A D & D Player Character Folder £3.50
A D & D NPC Character Record sheets £3.50
A D & D DM's Adventure Log £3.50
Rogues Gallery NPC stats £3.50
World of Greyhawk £6.95
"Amazing" magazine 75p

MODULES – BASIC D & D
B1; B4 ..... each £3.50
B2; B3 ..... each £3.95
M1; M2: (solo modules) ..... each £4.50
MODULES – EXPERT D & D
X1; X2; X3; X4; X5; O1 ..... each £3.95
MODULES – A D & D
S2 ..... £2.95
A1; A3; C2; D3; S1; T1 ..... each £3.50
A2; A4; I1; I2; N1; ..... each £3.95
U2; L1; UK1; EX1; EX2 ..... each £3.95
C1; D1-2; G1-3; Q1; WG4; I3; I4; L2 ..... each £4.50
I5 ..... £4.95
S3; S4 ..... each £5.50
Dragon Magazine £2.50
Gamma World: NEW edition £8.50
G W Modules: GW1, GW2 ..... each £2.95
G W Mini Module & Referee's Screen £2.95
Boot Hill £8.50
B H Modules: BH1; BH2; BH3 ..... each £2.95
B H Mini Module & Referees Screen £2.95
Top Secret (including Module 1) £8.50
T S Modules: TS2, TS3, TS4 ..... each £2.95
TS Mini Module & Referee's Screen £2.95
Gangbusters £8.50
G B Modules: GB1; GB2; GB3 ..... each £2.95
Starfrontiers (inc. Module 0) £8.95
S F Modules: SF1 SF2 ..... each £3.95
S F Mini Module & Referees Screen £2.95
Dawn Patrol £8.50
Fantasy Forest 4.95
Endless Quest Books ..... each 95p
Ares (S F/Fantasy mag + game) £3.95

RUNEQUEST

Boxed Set £8.95
Rules only £5.95
Cults of Prax £5.95
Trollpack £14.95
Runequest Character Sheets £1.99
Questworld £12.95
Apple Lane £2.95
Borderlands £12.95
Soloquest 1 ..... £4.95
Soloquest 11: Scorpion Hall £4.95
Soloquest 111: Snow King's Bride £4.95
Pavis £14.95
Runequest Rules in Hardcovers £10.95
Griffin Mountain £9.95
Big Rubble £14.95

STARFLEET BATTLES

Boxed Game £14.95
Expansion Module 1 ..... £4.95
Expansion Module 2 ..... £5.95
Expansion Module 3 ..... £5.95
Federation Space £13.95
Battle Damage: Code Red £4.50

AVALON HILL fantasy/sf boardgames

Alpha Omega £10.45
Amoeba Wars £11.95
Dragon Hunt £11.95
Dune £11.95
Freedom in the Galaxy £14.75
Magic Realm £11.95
Starship Troopers £11.95
Titan £11.95
UFO £4.95
Wizard's Quest £11.95
Wizard's £14.95
Samurai £10.45
Circus Maximus £7.95
Gladiator £7.95
Down with the King £8.45
Gunslinger £14.95
Machiavelli £10.45

COMPUTER GAMES FROM AVALON HILL
Shootout (at OK Galaxy):* A32 P8 At16 T16 TC16 ..... £14.95
Moon Patrol:* **At16** £18.95
Andromeda Conquest:* T16 A16 P16 At32 ..... £13.45
Lords of Karma:* T48 A32 P32 ..... £14.95
Conflict 2500:* T16 A16 P16 At32 ..... £11.95
Empire of the Overmind:* T48 A48 At40 ..... £21.95
Voyager 1:* TC16 T16 A32 At32 P32 ..... £14.95
Galaxy:* T16 A16 P16 At16 ..... £14.95
Space Station Zulu:* At32 ..... £14.95
Gypsy:* At16 ..... £15.95
Telengard: + At48 ..... £18.95
Vorrak: + At48 ..... £18.95
GFS Sorceress:* At40 A48 T48 ..... £21.95
KEY – * = on cassette; + = on disc; P = Pet A = Apple 11; At = Atari; T = TRS 80; TC = TRS Colour; numbers = memory required in K.

★★★★★★★★★★★★

MAIL ORDER SERVICE

HERE'S WHAT WE OFFER:

- A **VERY** FAST TURN ROUND
- POST PAID ON ORDERS OVER £6.00
- INFORMATIVE **FREE** NEWSLETTER
- SPECIAL OFFERS
- TELEPHONE ORDERS BY CREDIT CARD

Details of how to order are given elsewhere on this page. Why not give us a try – you probably deserve a pleasant surprise.

★★★★★★★★★★★★

TRADE ENQUIRIES
MOST ITEMS ON THIS PAGE ARE AVAILABLE TO THE TRADE
SEND FOR FULL LISTS

DRAGONQUEST ROLE PLAYING SYSTEM

Boxed Set £8.50
Hardback Book £7.50
Enchanted Wood £3.95
Frontiers of Alusia £2.95
Palace of Ontoncle £2.95

Please mention IMAGINE magazine when replying to advertisements

Film Review

Now that the season for fun films is over, Colin Greenland returns to review the films and videos which fit into the category of sci-fi/fantasy: this month ***Zelig, The Twilight Zone - The Movie,*** *and* ***Xtro.***

When it comes to fantasy role-playing, nobody does it quite like Leonard Zelig. The only problem is, he can never work out quite who he wants to be. When he goes for a meal in a Greek restaurant, he becomes Greek. When he meets an American Indian, he turns into an American Indian. In conversation with two hugely overweight men, Zelig decides he should be fat too, and immediately is. People start to talk. The press calls him 'The Chameleon Man'. Clearly, this guy has a character problem. His identity crisis is on the scale of a national disaster. But when Leonard Zelig sees a psychiatrist, well, he just turns into another psychiatrist.

Zelig (Warner, PG) is Woody Allen's most irresistable film for quite a while. He has found a new way to make fun of his own neuroses without exposing us to the egoism which became so overbearing in **Manhattan** or **Stardust Memories**. Leonard Zelig is a celebrity; but he is also a nobody, without the confidence to have a personality of his own. He has largely been forgotten since his fame in the twenties and thirties, so **Zelig** takes the form of a documentary, presided over by pundits, and meticulously reconstructed from home movies, clinical recordings and contemporary newsreels: Zelig playing in an all-black jazz band; Zelig getting hustled off the balcony as Pope Pius XI addresses the faithful masses; Zelig at Hitler's side in Munich, waving to his therapist in the audience....

Leonard Zelig in a relaxed moment. From the film ***Zelig,*** *an Orion Pictures/ Warner Bros release. Photo by Brian Hamill. All rights reserved.*

Strangely, the same sort of device is used in **The Twilight Zone — The Movie** (Warner, 15), where it isn't funny at all. Vic Morrow plays a modern-day racist who suddenly finds himself in occupied France, arrested as a Jew by the Nazis; hunted down as a black by southern Klansmen; and shot as a Viet Cong by American GIs. In the original Twilight Zone TV series, Rod Serling usually had a strong moral point to make with his adventures in the 'dimension of the mind', and that has been carefully preserved in this cinema re-creation, produced by Steven Spielberg and John Landis, directed in four parts by them and Joe Dante (of **The Howling**) and George Miller (of **Mad Max**).

Spielberg's story is a great disappointment, a whimsy about sweet old folks in an old folks' home becoming even sweeter little children when the lights go out: the sort of movie that makes you want to rush off and clean your teeth. Dante's piece is far more bizarre, about a boy who can have anything he wishes for, and consequently lives in a sort of extended *Macdonald's* commercial. Best of the set is Miller's tale of the passenger who is terrified of flying — and only he can see the creature that is sitting on the wing pulling the engine to pieces. Macabre stuff, but not really very impressive as modern fantastic cinema from four of its grand masters. I'm sure it will look better on video, in the proper scale of the original programme.

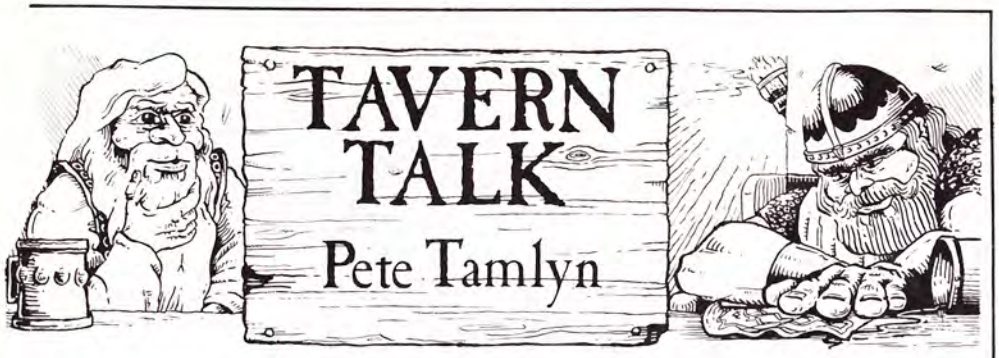
Already on video is **Xtro** (Polygram, 18), nothing to do with Alfred Bester's novel of the same name (well, nearly the same). Written, produced and directed by Harry Bromley Davenport — oh yes, he did the music too — it is a deeply cynical movie, cribbing bits from **Close Encounters, The Thing** and especially **Alien**. The dialogue is so stunningly bad it is almost worse than the acting, and the plot makes no sense at all, except as some sort of vicious Freudian dream. Sam Ellis (Philip Sayer) is taken away by a flying saucer and turned into an alien nasty that eats people, mutates instantaneously, adopts human form, affects machinery by willpower, leaps tall buildings at a single bound, and generally does anything else that Davenport happened to think of at the time. Then Ellis comes back to Earth for his son.

But Xtro is quite unpretentious. It doesn't claim to be anything but a vehicle for Tony Harris's special effects, which are as virulent and glutinous as they come. More so, if anything, seeing that Harris took the SFX award at the 1983 International Festival of Fantasy Cinema, against competition from **Time Bandits** and **Scanners**. 'A brutal excursion in terror,' says the slogan, and for once it describes the movie exactly.

I for one will be glad when we get to the end of this rather silly phase of movie extra-terrestrials that are either supernatural or omnipotent, and usually both. Film-makers seem to have lost sight of the fact that intelligent aliens will have their own psychology, their own motives and limitations, just like us. Meanwhile, they are either angels or demons, take it or leave it.

Colin Greenland

Colin will be back as usual in issue 12. Next month Dave Pringle will be here to review some of the new fiction releases.



Yawn.... Hello there! Here in two-months ago land, life is boring. There is a good reason though, as I am writing this two weeks before **Games Day**, and anyone who has anything interesting to do or say is saving it up for then. All the more so this year, since Games Workshop, in an uncharacteristic fit of generosity, has been handing out freebie tickets to approved (ie not me) fanzine editors, thus enabling them to avoid that interminable wait in the rain.

A few snippets have come my way. The new **Dragonlords** has an editorial by Marc™ Gascoigne, which Ian Marsh wouldn't let Mike Lewis see before publication. And Brian Creese has promised an FRP-orientated issue of **NMR!** which will be 'pro-Irving' and include thoughts on the D&D® game by the tortuously loquacious bard of Anglesey, Robin ap-Cynan. But then you'll know all that by now, won't you? Eh? What do you mean you don't subscribe to those 'zines? Do so, at once!

One thing that is unlikely to have gone away by the time this sees print is the 'feud' between **Dragonlords** and **SEWARS**, of which Paul Cockburn made brief mention in the **Fanzines** section in #8. As this column does not have to maintain an air of detached fairness I thought I'd fill you in on what is actually going on. **SEWARS**, while commendably reliable, sometimes leaves a bit to be desired in terms of production quality and content. Fanzine editors have called it 'scruffy', 'juvenile' and 'sycophantic' (towards TSR). Chris Baylis, the man behind **SEWARS**, hasn't taken kindly to this, and has adopted a dictum that fanzines should not review other fanzines.

Now, this would be OK if he actually kept to it himself. After all, there's no need to make value judgements — a name and address is a perfectly adequate plug —but in practice Chris's policy seems to mean no mention of the other 'zines at all, save for a paragraph or two of general vitriol about how nasty they are. One issue, he even publicly bawled out one of his subscribers just because the poor chap had written a complimentary letter to **Dragonlords**! As you can imagine™, the **DL** crew are lapping this up, and are sniping mercilessly at Chris, which, of course, makes him even more anti-social.

As Paul says, this is rather a shame, but it is unlikely to end until Chris realises that the more he cuts himself off from the rest of the hobby, the more likely it is to be rude about him.

On a more futuristic note, the convention schedule for next Easter seems to be getting somewhat crowded. There is **GamesFair**, of course, at which I will attempt to drink Paul and Mike under the table without a repeat of the famous zombie impersonation. But in darkest Coventry, a group of Warwick University students are planning a counter-convention. The official reason given for the clash is that they hope it will result in a zero attendance of Irvings at their event, but the real reason is more likely to have something to do with the dire threats made against the person of Matt Williams by certain IMAGINE™ magazine personnel after his behaviour at last year's event.

Over the actual Easter weekend, we have **SeaCon**, the largest SF gathering of the year, which is likely to cause more damage to Brighton than any number of mods. Arrangements for this have been underway for many months now, which is just as well since the organising committee, led by famous author, John Brunner, and famous alcoholic, Martin Hoare, has been having considerable trouble with Guests of Honour. The first invitee, Isaac Asimov, was all very willing until (or so it was reported) someone offered him a large advance to write another book. Then they turned to Philip José Farmer, who was good enough to wait until after they'd had new posters printed before withdrawing as well. The current GoH is Roger Zelzany, but with several months to go there is a good chance that they will have got through several more names by the event, and ended up with Dave Langford. Other luminaries intending to be 'only here for the beer' include Robert Heinlein and, if he is brave enough to risk having his nose tweaked once more by the aforementioned Langford, Harlan Ellison.

Finally, look out for the forthcoming **DL 20/ Q&Q 10** team up issue. And, of course, many thanks from Kathryn and I to all those kind people who sent us their best wishes.

Pete Tamlyn

Fanzines

This has been a good month for all kinds of publication, of a variety that is rapidly making the header for this section a bit of a misnomer. I would heartily recommend anyone interested in the amateur press side of the hobby to get **20 Years On 7**, with the usual comprehensive listing of 'zines, games and hobby services. Most hobby events, like **Games Day** and **Dragonmeet**, now have a 'zines stall, but 20YO remains the best introduction.

Even worse than the feud with **SEWARS**, **Dragonlords 19** has an editorial by ex-editor Marc Gascoigne which is trite and egocentric to an extreme. I used to recommend DL unreservedly, but I think it's losing its way — though it was **Best Games Fanzine** at **Games Day '83**. **SEWARS 15** provides new character classes, a scenario and magic items, plus reviews. It has plenty of appeal for those who want lots of unofficial additions to the AD&D™ game.

Simon Billenness gave me **drunk & disorderly 17** at Games Day, this being the first time that I have had one to review. After the excellent cover — bearing a false name for the 'zine — it proves to be an ordinary, though entertaining chat 'zine, with letters, personal comment, and a good article on women in FRP, something we will return to ourselves, I'm sure. Another first appearance in this space — **Wyrm's Claw 17**. Along with chat, reviews and discursive articles on clerical magic and thieves, this FRP 'zine offered an article on 'doing it for real', the sort of adventuring that goes on at **Treasure Trap**. Is this the future?

Half of **Tales From Tanelorn 4** is printed upside down, and much of the rest is printed diagonally. How does Matt do it? Why does Matt do it? Moorcock and FRP the Williams way are hidden in the eye-bending text. **Psychopath 10** is excellent, walking the line between FRP and postal 'zine. Psychos(h)occer rules fill it up a little, but the balance is normally better. **Rapscallion 2** shows that this 'zine is going to be a contender for the Best 'Zine slot one day, if only because three pages were given over to cricket. Essex CCC rule, OK?

On the frontier between FRP and Postal Gaming, Pete Tamlyn produced both a Games Day special and **Acolyte 52**. In the latter, Pete is at his absolute best. Nobody is spared! 2nd in the Zine Poll, 4th at Games Day, there can't be any doubt as to what the best amateur publication really is. **Greatest Hits 112** shows that Pete Birks is getting further away from gaming than ever. Reviews and letters on rock, films, books etc. Good reading for the connoiseur. **NMR! 44** was an FRP special, with articles on varied themes on that subject. It remains a **Diplomacy** vehicle, for those who were worried.

Hopscotch 36, a 'zine for "unusual games" by post. For 20p +p&p you could be unusual too. The improvements in the presentation of **War Machine 23** and **Wargame News** continue, as Mike Costello launches his semi-pro 'zine, **PBM**. Neither has suffered from the arrival of a 'big brother'. **Dib Dib Dib 33** has several pages devoted to the ephermera of postal gaming, the **Gamestart Service** and the **NGC Diplomacy Rating System**. Shows how much energy Diplomacy players have. **If 8**, a newcomer to these pages, and **Walamalaysia Gazette 36** concentrate on cheap gaming, **Soccerboss** in the former, Diplomacy in WG.

Mad Policy 89 was a bit thin, but came with a **Preference Matrix** for the Zine Poll results. Like I said, there's lots of energy among the postal boys.... **Take That You Fiend 13** had even more personal comment than usual. It seems you either play Diplomacy and offer tables, services or whatnot for it, or you play Diplomacy and tell everyone what records you listen to.

Leaving all that behind, three publications arrived from the **British Science Fiction Association**: **Vector 116**, **Paperback Inferno 44** and **Matrix 49**. Vector, the critical journal of the BSFA, looked at the work of Mary Gentle, and had other state-of-the-art articles. PI is a review vehicle. Matrix isn't worth the paper it's printed on; the editor tried to excuse the pornographic cover on #48, claiming it was 'intended to show in comic-art form the absurdity of certain images'. Of course, the mountain of mail he got from people who were just offended, and didn't realise he was being clever, didn't affect this statement in the least. Fans of IMAGINE™ magazine's fiction might give **Fantasy Tales vol 6 no 12** a try; plenty of good gothic horror stories and.... well.... Fantasy Tales.

Two stripzines launched premier issues — oddly, quite similar. **Shokwave 1** had five strips, two (or three) to be continued. Atomic Crusader was possibly the best drawn; all had fair plots. **Necro-Worlds 1**, edited by Ian Williamson of **Alabron** fame promises reviews, news and gaming input, along with three strips. Both 'zines could not stand comparison with the quality of art in more established comics, but might amuse younger readers. Can either survive financially? It must be risky.

Lastly, I'm glad to say that Nicky Palmer's premier edition of **Flagship** was really good. Good articles, with summaries of the rules, on **Starlord**, **Universe II**, **Superweb**, **Warboid World**, **Empyrean Challenge**, **Crassimoff's World**, **The Keys of Bled** and **The Tribes of Crane**. It was all it was promised to be, but £1.75? Can the postal hobby support a venture at that price? I wish Nicky all the best.

Reviews by Paul Cockburn

Contact Addresses:

20 Years On, Simon Billenness, 20 Winifred Rd, Coulsdon, Surrey CR3 3JA (35p); **Dragonlords**, Ian Marsh, Grams Rd, Walmer, Deal, Kent CT14 7PU (60p); **SEWARS**, Chris Baylis, 12 the Fryth, Basildon, Essex (60p); **drunk & disorderly**, Pete Lindsay, Pitmilly Lodge West, Boarhills, nr St Andrews, Fife KY16 8PP (45p); **Wyrms Claw**, Lazarus, 119 Derbyshire Rd S, Moor Nook, Sale, Cheshire M33 3GS (60p).

Tales From Tanelorn, Matt Williams, 24 Moor Street, Earlsdon, Coventry (50p); **Psychopath**, Mike Dean, 32 Newlands Ave, Scarboro, N Yorks YO12 6PS (35p); **Rapscallion**, Steve Norledge, 75 Hawkhurst Way, W Wickham, Kent BR4 9PE (35p).

Acolyte, Pete Tamlyn, 2 Poplar Rd, The Coppice, Aylesbury, Bucks HP22 5BN; **Greatest Hits**, Pete Birks, 39 Handforth Rd, London SW9 0LL (£2 for 4); **NMR!**, Brian Creese, 256 Canbury Park Rd, Kingston, Surrey KT2 6LG (45p).

Hopscotch, Alan Parr, 6 Longfield Gdns, Tring, Herts HP23 4DN (20p); **Wargame News / War Machine**, Mike Costello, Emjay, 17 Langbank Ave, Rise Park, Nott'm NG5 5BU (65p / £1.15); **Dib Dib Dib**, Tom Tweedy, 29 Stanley Hill Ave, Amersham, Bucks HP7 9BD (35p); **If**, Len George, 32 Chapman Cr, Kenton, Harrow, Middx HA3 0TE; **Walamalaysia Gazette**, Dave Thorby, 200 Lavender Hill, Enfield, Middx EN2 8NJ (7p); **Mad Policy**, Richard Walkerdine, 144 Stoughton Rd, Guildford, Surrey GU2 6PG (12p +post); **Take That You Fiend**, Kevin Warne, 48 Boscombe Ave, Hornchurch, Essex RM11 1JG (35p).

Vector, **Paperback Inferno**, **Inferno**, BFSA membership, Sandy Brown, 18 Gordon Terrace, Blantyre, Lanarkshire G72 9NA; **Fantasy Tales**, David Sutton, 194 Station Rd, Kings Heath, B'ham, B14 7TE (75p); **Shokwave**, Nick Cox, 12b Richmond Wood Rd, Queen's Park, B'rnemouth, Dorset BH8 9DH (30p); **Necro-Worlds**, Ian Williamson, 98 Witard Rd, Norwich, N'folk NR7 9XD; **Flagship**, Nicky Palmer, 7 Delahay House, 15 Chelsea Embank't, London SW3 4LA (£1.75).

Next Issue:

The Life and Times of the Chivalrous Cavalier

- ★ A new character class — the cavalry of the AD&D™ game.
- ★ Social status and birth tables; for princes & peasants.
- ★ Horse combat.
- ★ The Black Rose — can the Order save the beleaguered village?
- ★ What do NPCs do in their spare time? The question answered.

These exciting features, plus all the regular departments: Nic Novice, Stirge Corner (on time and motion), Illuminations, PAN, Book Reviews, Imagination Machine (now expanded, and monthly, to bring even more news of the micro gaming world), Game Reviews, Tavern Talk, Letters, and the Sword of Alabron. **All for just £1.00!**

WARRIORS & WAISTCOATS

by Matthew Birkle

Several months ago, **DRAGON**® magazine published a serious article about chess in the **AD&D**™ game — that is, characters playing chess against each other. Pretty esoteric stuff, and very heavy. A later issue actually had a letter from a US chess master praising the system. So, in the hopes of attracting a letter from Steve Davis, we present:

Snooker in the AD&D™ game

In the back room at 'The Cloven DM' a needle match is in progress.

'Grotch the Barbarian is approaching the table now, and he is going for the last red (which for viewers in black & white is just behind the pink), and he's.... potted it beautifully. With the colours on their spots this is just a formality'.

A formality save for the fact that his opponent is a large, hairy bugbear - who hates losing....

The Rules

1. The two opponents should decide who goes first, by initiative (standard melee procedure), size of fist or whatever. The winner of initiative decides whether or not to break.

2. The character who breaks rolls 1d100 and refers to the **Luck Table**. If no ball was potted on the break, play passes to the other character.

3. After the break, play continues using the **Potting Table**. Each character continues to use the Potting Table until he or she misses a pot. A character may declare that he is attempting to snooker the opposing player instead of potting a ball (see **Snookering**).

4. The highest points total wins.

Luck Table

01-03 2 red balls have been potted.
04-15 1 red ball has been potted.
16-69 The balls scatter.
70-90 In off. The white ball has gone into a pocket*.
91-93 A colour is potted**.
94-00 The balls scatter, but opponent snookered (see **Snookering**).

A character's dexterity may be added to or subtracted from the **Luck Table** Roll before it has been made. Rolls of less than 01 are treated as 01, rolls of greater than 00 are treated as 00.

* When a white is potted, the opponent receives 4 points or the value of the ball from which it rebounded. For example: The white hits the green ball, then rebounds into a pocket — this gives the opposing character 4 points. Had the white hit the blue, the opponent would have received 5 points. Refer to the **Colour Table** to determine which coloured ball was hit. From a break an 'in off' shot will always be off a red (4 point penalty).

** Refer to the **Colour Table**.

Potting

After the break, play continues using the **Potting Table**, whether a red or a colour is being attempted. Each attempt is made by rolling 1d20. The resulting number may be modified by adding the character's dexterity divided by 3 (rounded up), and subtracting a difficulty factor of 1d6.

Potting Table

1-2 Fluff*.
3-12 Hit intended ball — opponent's turn.
13-20 Intended ball potted**.

* If the character fluffed, another colour was hit (01-50), the white potted (51-90) or the white missed everything (91-00). Go to the **Colour Table** to see how many points are awarded to the opposing character (substitute red (4 point penalty) if the roll indicates a foul on the colour actually attempted) otherwise award 4 points. Play passes to the opponent.

(Optional Rule: A character with a dexterity of 3 or 4 who fluffs may (25% chance) have torn the cloth. The opposing character's attitude - and the table owner's attitude - are open to interpretation at this point).

** Receive the relevant number of points. If a red was potted mark off one red from the available number (10 or 15, depending upon table size). Colours are replaced until the last red is potted.

If a red was potted either as a result of the **Potting Table** or the **Luck Table** the character may attempt to pot a colour.

a. Roll 1d4. This is the number of available colours that may be attempted.

b. Roll on the **Colour Table** to determine which balls are available (roll again from duplications). Characters automatically attempt the highest value ball using the **Potting Table**.

(Optional Rule: the character may choose a lower value ball and add 1 per point value difference to the Potting Table Roll. For example, pink, blue and yellow may be attempted. The character opts to go for the yellow, and can add 4 to the Potting Table Roll).

A potted colour means another red (or the next highest value colour after all the reds are gone) may be attempted.

Colour Table

Roll 1d6 to determine the colour of the ball.

1 yellow 2 points
2 green 3
3 brown 4
4 blue 5
5 pink 6
6 black 7
Reds are worth 1 point each.

Snookering

A character may attempt to snooker an opponent through the Luck Table, or when there is only one red or just the colours remaining on the table. On a roll of 1 on 1d6 the opponent is snookered. The snookered character rolls on the **Potting Table** and subtracts his or her opponents dexterity divided by three (rounded up) from the die roll.

Weaponry

In the event of brawl ensuing over the result of a friendly game of snooker, the game equipment can be used as weapons.

Snooker Cues: 2-5 points of damage.
Balls: 1 point of damage (thrown with the same rate and range as a dart).
Tables: may be thrown by giants etc, as though small boulders.

Matthew Birkle

*We at **IMAGINE** magazine do not want to hear about AD&D rules for golf, darts, tiddlywinks or anything else....*

Complimentary Tickets: Games Day '83

The annual jamboree that is **Games Day** took place this year over the weekend of November 5th/6th, at the Royal Horticultural Hall, Westminster, London. If you have never attended a Games Day, in the capital or in its northern guise, then you may wonder what it is all about. Well, this brief article can give only a very vague impression of its activities — let me tell you that words cannot do justice to the real thing!

Nearly 10,000 games fans came through the door over the two days, and most of the Trade Stands were reporting a worthwhile level of business. There can be no doubt that the most eagerly sought-after item was **Monster Manual II** — and the complete stock was bought from the TSR stand. It will be said elsewhere I know, but one young man proved just how keen he was to buy when faced by the lightning wit of the charismatic Karen:

Keen Purchaser: 'How much is MMII?'
Karen: '£8.95...
The young customer searches his wallet to collect the correct sum
...£12.95 with a carrier bag.'
Young customer searches for the extra.

The hall was filled almost to bursting, with gamers who had come to look, to buy and to play. The **Treasure Trap** champion was never without an opponent in the centre of the hall, and the demo games and competitions were well attended.

A popular event was the Sunday Roast, in which Don Turnbull, Steve Jackson and Ian Livingstone faced an audience armed to the teeth with searching questions. A similar experiment at **GamesFair '83** produced a silence thick enough to cut through, when Gary Gygax made his infamous 'good DMs only roll dice for the noise they make' statement. The Sunday Roast offered similar excitement. The partisan crowd, delighted to have found **Runequest** voted Best Role-Playing Game, heard Ian Livingstone not only say that the D&D® game was clearly more popular in terms of sales, by a considerable margin, but also that he played the D&D game himself in preference. 1983, the year the illusions were shattered....

Within the larger context of the gaming and the trading, there were a number of other activities, without which the weekend would not be complete. The Games Day Awards were announced on the Sunday, with Ian being forced to congratulate himself on being Hobby Personality of the Year. Judge Dredd was Best SF Boardgame, Warhammer won the Best Tabletop Rules category and Citadel swept the figures awards. I'm delighted to say that **IMAGINE**™ magazine was voted third best SF/F Games Magazine in its first year — effectively after just 5 issues. Next year....

Many competitions were run over the weekend itself, and, dare we say it, our own Mike Brunton won the figure painting competition on Saturday. He was appointed a judge for the Sunday event, which was one way of halting his inexorable progress. One young man, Tony Ellis, 15, from Essex, collected his first prize for the Tunnels & Trolls Twenty Minute Trail competition from the game's inventor, Ken St Andre. He won £200 worth of the games of his choice — and there was plenty of choice! Even though there were not too many new games, several were announcing additions and expansions, and Gibson's Games were running demos of their forthcoming **Westminster** game, which looked very impressive.

Ian Livingstone has been receiving letters of considerable praise for this year's event; 'people said that they felt immersed in a great day', and whilst the Horticultural Halls can get a little crowded, no major changes are anticipated for next year.

Paul Cockburn

Galacticon

Blake's Seven fans picketed the BBC TV centre at the beginning of **Galacticon**, held in the City of London in October. Guest-of-honour was Michael (Vila) Keating, seen here with **Star Wars** actor Jeremy Bulloch. ***Wendy Graham.***

Clubs & Events

In # 12 of IMAGINE magazine, we intend to print a comprehensive list of FRP clubs in the UK. If you would like your club to be mentioned, please send details to us at t'Mill by January 7. Also, if you would like to start a FRP club, you can advertise free in these pages. Finally, if you lack the time or disposition to organise a club but would like to join one, watch this space.

This month, a notice from Haverhill:
Experienced DM wishes to start a group to play the AD&D and BOOT HILL games, etc. Please contact: Jem Ward, c/o Provincial Insurance, Provincial House, 32 High Street, Haverhill. Tel: (0440) 705711 Ext 2.

Details of **GamesFair**, April 6-8, **Seacon**, April 20-23, and **Tynecon II: The Mexicon**, May 25-28, appeared last issue, and will be repeated nearer the relevant dates. There are two cons this month:

Stabcon VI will take place Jan 13-15 at Woolton Hall, Fallowfield, Manchester, from 'whenever you arrive on Friday' until 7pm on Sunday. Further details from Dave Waring, No 2 Cottage, Castle Farm, Tingrith, MILTON KEYNES.

Exeter University Games Convention is to be held on Saturday and Sunday 28-29th Jan, 10am - 10pm and 10am - 6pm, in Cornwall House, Exeter. More details from Jeff Wilks, Cornwall House, St Germain's Road, EXETER (enclose SAE).

SCORPION HALL

Scorpion Hall is the second SoloQuest book for **RuneQuest** by Alan Laverne. For those unaccustomed to solo play, the dungeons are pre-programmed adventures for use by a single player (or group of players) without a referee. In a solo adventure, you are offered a choice of actions appropriate to the setting, and are asked to select one option to continue play. Once you have made your choice, you are given instructions on what to do next, usually in the form of a statement telling you to turn to page X or go to section Y. For example:

'You are in a 10' x 10' room with four doors; one in each wall. The room is bare but for a small leather purse in the North-east corner. If you wish to leave the room through the south door (ie leave the way you came) turn to page 33; North, page 71; East, page 20; West, page 97. If you wish to examine the purse, then turn to page 3.'

As an adventurer set on destroying the nearest Chaos nest (or just plain greedy and out for every copper piece you can find!), you hear of Scorpion Hall, an old but solid castle which has seen the ravages of several different owners. You make the compulsory visit to the town 'Adventure Shoppe' where you may purchase equipment. Fully prepared, you check your encumbrance totals and then set off on your bold adventure. Luckily, you manage to find a 'safe' campsite, where you may return to lick your wounds if you survive this or any other trip.

After resting, you now continue to Scorpion Hall, spear or quarterstaff in hand (other weapons being too heavy for the several-hour trip) until you come to the forest. I'm giving nothing away in saying that you will meet RuneQuest's equivalent to the Inland Revenue: a Scorpion man, one of a series of advance scouts left in the forest to stop you. If you defeat him, you are allowed to continue the adventure unhindered — if not, the best bits of your adventurer are consumed, thereby endowing the beastie with some of your spells, all your magic items, and half of your money! To make things worse, he also gets to make experience rolls for defeating your character making things even harder for the next poor adventurer to travel this way. If, on the other hand, you kill him and survive to return another day, more Scorpion men are provided — each successive one being tougher to kill than the last.

Once in Scorpion Hall, you are presented with an excellent 'living dungeon', where defeated monsters are often replaced by new challenges (on your next trip of course!), and monsters which defeat you may decide to move to quieter areas. This is accomplished through the use of small sub-sections in the text, for example: *'If you defeat the Wyrm, replace paragraph 117 with "Go to 284".'*

A lot of work has gone into providing an interesting series of playing sessions for the lone gamer, or an overworked GM. Well-written, coherent and great fun, each encounter has been given a character of its own, not often found in solo adventures. Apart from this, the beauty of the RuneQuest system individualises each creature found, so you cannot often predict exactly what a given creature can or cannot do (unlike the D&D game).

Scorpion Hall is excellent value for money, and is a worthwhile investment for any RuneQuest player — for your money you get a 96-page solo adventure which provides a lot of scope for role-playing (yes, even the bad guys!), a map for use with one of your own adventures (once you have finished the book, of course), and several new monsters to populate your world. If you see a copy, read it — if not, buy it!

Trevor Graver

***Scorpion Hall** is the second module for **SoloQuest**, from Games Workshop, 27/29 Sunbeam Road, London NW10 6JP. Price £4.95*

BATTLECARS

Despite the fact that Ian Livingstone spent over three years designing **Battlecars**, the game-play and concept definitely smack of ex-**Standard Games** designer, Gary Chalk. Unfortunately, one of Gary's hallmarks is that he likes to surmise that players can 'read between the lines'; thus his rulebooks always contain a number of minor irritations — each on its own not worthy of mention, but *en masse* enough to cause several disturbances of play in a game which is otherwise fast and most definitely furious.

There is no doubt that Battlecars will be compared with Steve Jackson's **Car Wars** by anyone who is into **Death Race 2000/ Mad Max** type games, and there is also no doubt that this comparison is justified. The basic idea is more than just similar, it is identical — drive around a pre-designed track/area/street, and blow, blast or ram every other vehicle in sight(s) into eternity. The winner is the player whose car is the only one left not totalised — pretty neat idea, eh?

In its favour, Battlecars is relatively low-priced: at £6.95, well-boxed in a solid, attractive 'regular' sized cardboard container, and the playing pieces also, in general, sufficiently sturdy and colourful. Unlike Car Wars, in which participants have 'x' amount of points to spend on armour, armament, weaponry and actual design, Battlecars provides a card outline of four different vehicles. All drivers need to do is to choose which weapons they wish to place in their respective 'weapon pods' or turrets.

The choice of weapons is rather limited and very basic. There are no laser weapons, no grenades, no 'extra' armour available, and out of the rockets, shells, flame and machine-guns, only the rockets and flame are worth bothering with as the others are so under-rated as to be virtually useless.

For some reason best known to the designers, mines and spikes are classed as 'passive' weapons alongside smoke and oil; I have yet to meet a passive mine in any game.

Distributors' names are given for information only.

SORCERY

Readers of *Acolyte* or *Tavern Talk* know that the number of times I can find something nice to say about Games Workshop can be counted on the fingers of an earthworm. But there are exceptions to every rule, and just recently The Other Steve Jackson produced something that I recommend you all to go out and buy.

Sorcery is another solo dungeon along the lines of **Warlock of Firetop Mountain** and all the others that Steve Jackson and Ian Livingstone currently have at the top of the children's bestseller list. Unlike the previous books, however, this one has a more complete set of FRP rules. It has combat, magic, character progression, and even a rudimentary clerical system, and you can learn the rules in about five minutes. A good start, methinks.

The presentation, as one expects from Penguin, is excellent. The number of words in such publications, in particular the **Spell Book**, is limited, but the spaces have been filled by some superb artwork from John Blanche. If you like fantasy art, then the books are worth the money for this alone, but the role-players among you are doubtless more interested in the quality of the scenario.

Actually, it is rather limp, from a role-playing point of view, because the book has not been written as an RPG but as a puzzle. The player takes the part of the champion of the country of Analand, sent out on a dangerous mission of great importance to your country. Why, then, do your fellow citizens send you off equipped with only enough food and money to last you until the next city, and without the material components for most of your spells? Well, the book, as it is intended to be used, would not have much value if you could play it once and get through easily. Thus you start out without the necessary bits and pieces, and have to risk life, limb and mission to pick them up *en route*.

Having said that, as a puzzle the book is reasonably good. My only complaint concerns the final encounter, in which success seems largely dependent on whether or not you are lucky enough to pick the correct route through a maze. Also, there may be one or two bugs left over after playtesting — at one point I was told to return to a place which I had not yet visited. But the puzzle is not the reason why I'm recommending that you buy the books, either. Read on.

As I said, the game includes a simple set of RPG mechanics that can be learned in about 5 minutes, it can be GM'd — in fact that is how I playtested it, and it takes about an hour to get through the scenario. What does that add up to? A pretty good introduction to RPGs. There are flaws in the scenario as a role-playing game, but nothing that a good GM can't sort out. A more difficult problem is the limited number of choices available at each decision point, but getting the player to select one of these is a good test of GMing skill (and, of course, the simple rules give you a good test of running the scenario without having a massive rule book to lean on). Try it out on an experienced player first, then next time anyone asks to play, wide-eyed and innocent, try them out on this.

Sorcery is actually a fine example of back-to-basics role-playing. I'd like to see more (preferably RPG-orientated) like it. Indeed, I would go as far as to say that every commercial RPG, instead of some unwieldy, unsatisfactory 'introductory' scenario, should include a game like this. It could do the spread of role-playing the world of good.

Pete Tamlyn

***Sorcery**, two paperback books in a slip-case, is printed in the UK by Penguin Books, and is available in all good book- and hobbyshops, price £3.95. Also now published are **Starship Traveller** and **City of Thieves**, the latest releases in the Fighting Fantasy Gamebooks range.*

BATTLECARS

I can see that players will soon be designing their own cars for use on the sturdy, though undistinguished, game board (two are supplied with the game) because having a choice of only four cars soon gets to be boring and repetitive. This will cause the game to be compared yet again with Car Wars, and will slow down the start of play in a similar way as new designs are argued over.

Although the playing pieces are much sturdier than in most games of this ilk, they are also numerous and easily lost. Why isn't it possible for games manufacturers (and here I generalise, though this does not apply to a thoughtful minority) to include in a game like this three or four cheap zip-lok polythene/plastic bags in which this multitude of pieces can be stored? If you already have Car Wars, I would not recommend you to obtain Battlecars, unless you want a game that can be set out in a matter of minutes, yet played to a similar set of rules. I would guess, from the sheer simplicity of it, that Battlecars was primarily aimed at 12 to 15-year-olds, though I found it made a nice break between sessions of more thoughtful gaming. This is not to say that tactics cannot or do not play a part, but I suggest the intention is to race around having fun, dodging, firing and ramming, rather than to sit thinking ahead, making tactical decisions.

Read the rules: there aren't many, and they are written in fairly comprehensible terms. Play a couple of games, and then make your own 'home rules' on the discrepancies that you find. The word is that, after Ian Livingstone's three year struggle, Gary Chalk had only *three months* to make the game marketable. I'm afraid it shows.

Still, if you like mentally blowing away the guy who cuts you up on the motorway, then Battlecars will help you gain revenge and relieve the tension, without alerting the local constabulary.

Chris Baylis

***Battlecars** is produced by Games Workshop (address as above), and costs £6.95.*

These games are available from hobby shops.

AD&D™ MINIATURES

Unlike the historical gaming counterpart, the fantasy figure designer would appear to have unlimited scope for creating new and ever more exotic subjects, and so it seems from a market flooded with literally thousands of different model types. Even the commonest nasty — the lowly orc, for example — is evoked in wildly different and totally incompatible form from one manufacturer to another.

All this is a garden of delights to experienced gamers, who know what they are looking for; but it must appear a mite confusing to the uninitiated. Have no fear, however: each of TSR's new **AD&D™** Miniatures sets contains a dozen 25mm figures of certain types — the first three sets are **'Fighters, Rangers and Paladins', 'Clerics and Druids'** and **'Monks, Bards and Thieves'** — specifically designed to fit in with the D&D® game Manuals.

The 'Fighters' set, for example, contains two dwarves, a ranger, a paladin, two elves and a selection of fighters, in various stages of armour, from an unarmoured archer to a knight in plate, and an impressive barbarian in horned helmet and skull mask. The 'Cleric' set similarly contains a good selection of male and female types, wielding flails, maces, symbols and other common clerical devices. The 'Monks' set includes two particularly nice bards, one strumming a lute, the other brandishing a sword, and an excellent female monk, *en garde*, with a huge halberd slung over her shoulder. Between them the sets provide representatives of all the most popular adventurer types, and assorted monsters are in the pipeline.

The models themselves are in the *Ral Partha/Citadel* style, well animated, with lots of character and a good degree of detail definition, though a few seem a little thin when studied side-on — and heavy-handed gamers might find some of the sword blades vulnerable, as the metal is quite soft. This is not to detract in any way, however, from a good set of figures intelligently presented; there are even photos of the figures painted up on the side of the box, in case you get stuck on the final stages!

Ian J Knight

***AD&D Miniatures** are distributed by TSR UK Ltd, and cost £5.50 per set.*

GW3 — THE CLEANSING WAR OF GARIK BLACKHAND

Following the release of the revised **GAMMA WORLD®** game, **The Cleansing War of Garik Blackhand** seems to promise the beginning of a regular supply of modules for this futuristic game. GW3 boasts nine scenarios, new creatures and artifacts, and campaign scenarios, though this is, in truth, a little misleading. The campaign scenarios are only short stories and map references which the GM must expand upon, using the sketchy outline. The new creatures and artifacts have been created, to the best of my knowledge, especially for this module, and thus cannot be said to have been tested until they have been tried elsewhere. However, for the purposes of this adventure, they are well thought out and imaginative.

As for the 'nine adventures', they are actually sub-plots of the main story and must be played in the correct order — and they wouldn't make a lot of sense out of the context of this module.

GW3 is set in the National Parks of America, a very interesting choice, though the geysers, fumaroles, etc are not capitalised on within the module, and GMs must expand upon the scenery for themselves.

This adventure will only reach its conclusion if the players work as a team. Going off at a tangent causes problems for the GM, though there is scope for role-playing within the confines of the narrow plot. The only reservation about GW3 must be the lack of choice in the direction of travel, and the actions required of the characters to complete the journey seem to be taken for granted by the authors. All modules need some work of the GM, and GW3 is certainly no exception. The sketchy background and the uncovered contingencies must be thought over with care.

Chris Baylis

***GW3** is a module produced by TSR for the GAMMA WORLD game, and costs £2.95*

BLUE MAX

Blue Max, a recent release from Games Designers' Workshop, is a multi-player combat simulation boardgame, dealing with the air war over France, 1917-18. It is a well-presented product, with individualised chits for different aircraft, that give a nice sense of personality to the campaign variant that is possible with this game. Other than that, do we have anything particularly original here?

Well, what it might be fair to say is that Blue Max is an interesting synthesis of a number of ideas. Players familiar with the booklet-game **Ace of Aces**, will recognise the manoeuvre schedules. Basically, movement is worked by choosing from a list of possible manoeuvres, diagrammatically presented on tear-off card sheets (with different ones for each aircraft, representing each aircraft's strengths and weaknesses), and keeping that choice secret, noted on a sheet of paper, until all players have chosen. Movement is thus 'simultaneous'. If your aircraft is 'tailing' another aircraft, then you must be told — again secretly — roughly what the aircraft ahead will do next turn; turn left, right or go ahead. Shaking off a pursuer is not the trickiest business in the world....

Players of the **DAWN PATROL™** computer game for the Apple will recognise the scenario. The Germans and the Allies meet head on, face-to-face, fully loaded with fuel and ammo; no coming out of the clouds or out of the sun; no tired patrols, low on fuel, bounced by a fresh enemy. All the variations come from the different aircraft, and from the changing of the strengths of each side. No bombing missions, no balloon hunting, no strafing enemy airfields....

It is a basic game, and it is wrong to expect too much from it. It can be quite enjoyable. Combat balance seems fine, though the rules concerning unjamming guns and fire extinguishing seem designed more as a sop to those players unlucky enough to suffer jammed guns and blazing aircraft, than an aid to realism. Most planes fall when the pilot is killed; this gets pretty tiresome after a while.

A few petty gripes could be made, like why print combat result chits, when the results could be tabled in some way, and the extra space on the card used for a few more aircraft? But these do not matter. It's fun to play, although it does not have lasting appeal. Frankly, only a pretty dedicated WWI flying ace — beagles aside — will ever actually earn the 20 kills necessary to wear the Blue Max.

Paul Cockburn

***Blue Max** is a GDW game, supplied in this country by Games Workshop, address overleaf, price £14.95*

FAR AWAY IN A CURSED GLADE, A DRAGON IS WAITING TO MEET YOU...

If you enjoy fantasy role-playing games but only have time for a quick adventure, then TALISMAN is the game for you. It is a unique game which bridges the gap between board games and role-playing brought to you by Games Workshop.

As one of fourteen different characters, you must go on a dangerous quest to find the magic talisman. But monsters, traps and sinister places await your player-character. Only with skill and bravery will you survive.

TALISMAN is the ingenious creation of Robert Harris and is beautifully illustrated by Gary Chalk. See it in your local games or hobby shop now.

In case of difficulty, **Talisman** is available post free at **£7.95** from **Games Workshop Ltd, 27-29 Sunbeam Road, London NW10 6JP**, (telephone 01-965 3713). Please make cheques/POs payable to **Games Workshop Ltd.**

IMAGINE™ magazine binders

A WARNING

Now, see here. It's quite clear to us, that a few of you 'reader' chappies are not treating your copies of **IMAGINE** magazine in a fit manner, don't you know. They're being left on tables, under beds, and in all sorts of simply *ghastly* places that don't bear thinking about.

And yet, those simply spiffing types at TSR have quite a number of their rather wizard binders, in a blue quite like a summer's day, with the old name on and everthing, what? Seems a pretty poor show when a chap can't be trusted to look after his magazines, so don't delay, post the coupon today! Oh, and before I forget, you decent coves who already have one, will need another one soon, because they only hold twelve at a time. OK? Whacko....

Send me ..... binders, at £2.95 + postage & packing I enclose payment of .....

(PA members — pay no postage. Please quote your membership number .....

Name .....

Address .....

.....

Send to: TSR UK Ltd, The Mill, Rathmore Road, CAMBRIDGE CB1 4AD

WANTED!

IMAGINE™ magazine is looking for reviewers.

It has always been our policy to use external reviewers, completely independent of any connection with TSR UK Ltd, when that has been possible. Now, circumstances mean that we are looking for reviewers in the following categories:

SCIENCE FICTION RPGs and BOARDGAMES
such as the Traveller, STARFRONTIERS™ and Space Opera games, and boardgames like Starship Captain and SWORD & THE STARS™ game.

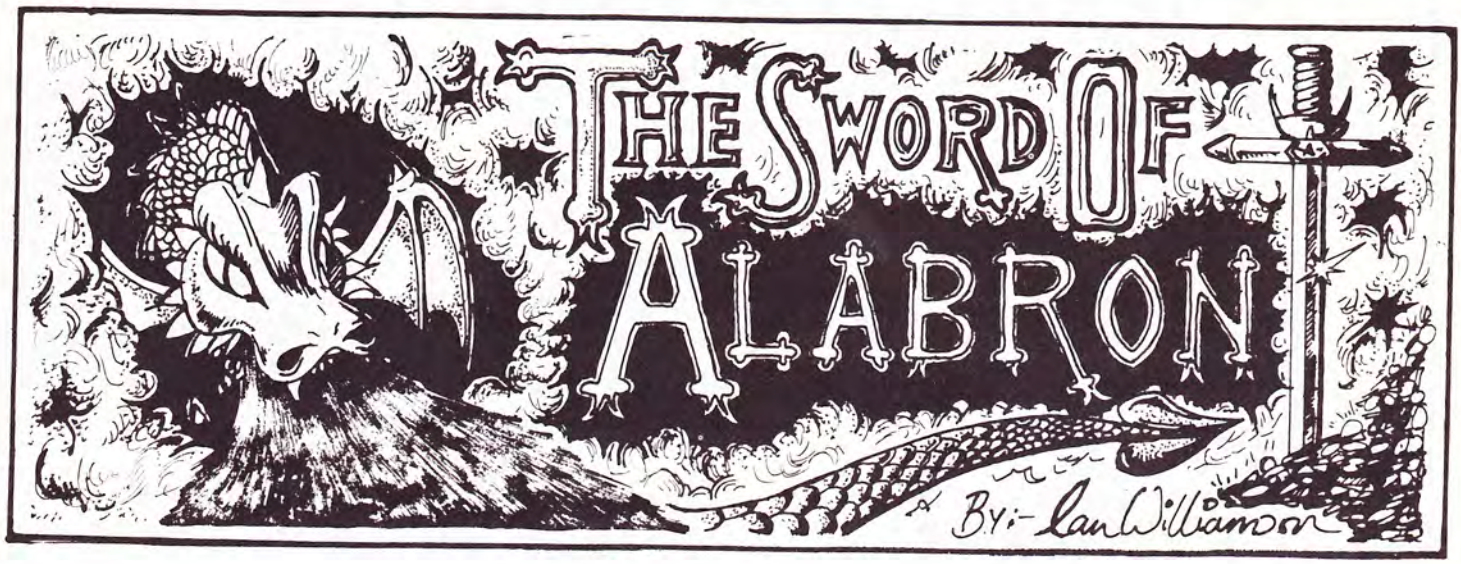
FANTASY RPGs and BOARDGAMES
such as the Runequest and DRAGONQUEST™ games, and boardgames like Talisman and Warlock.

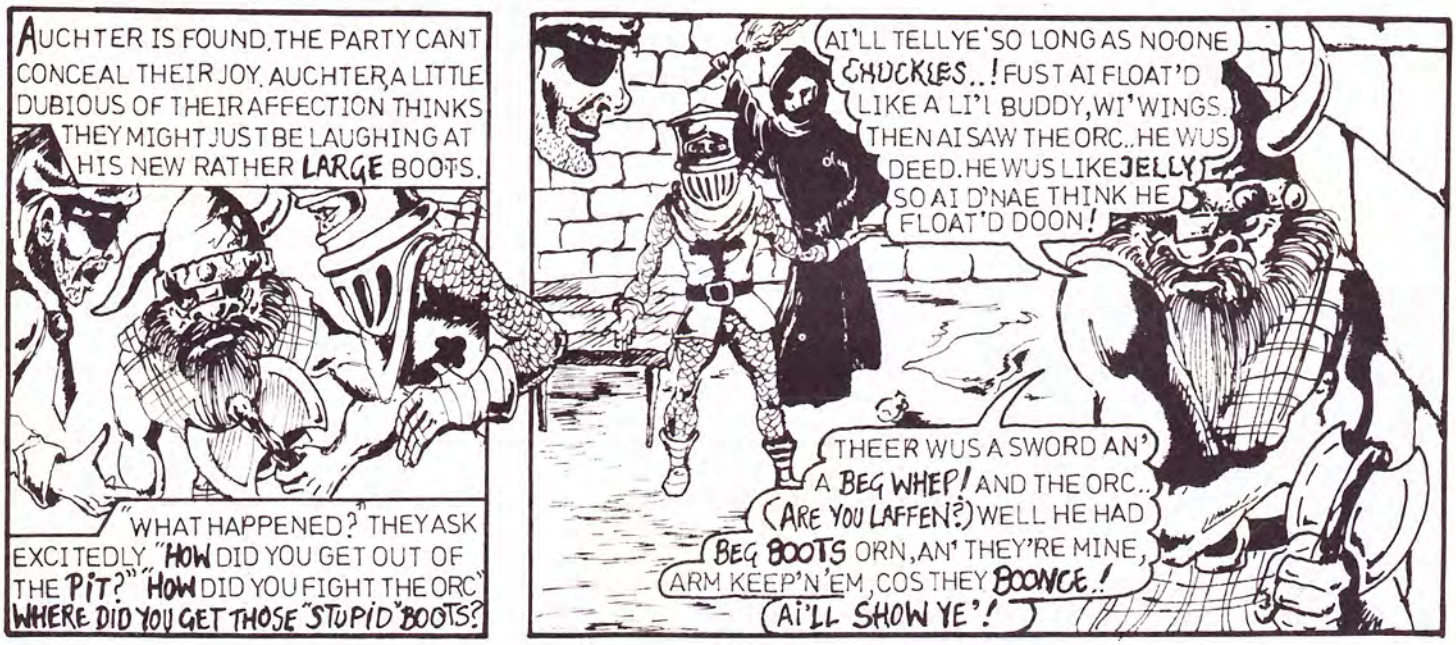
HISTORIC RPGs and boardgames
like Bushido, Chivalry & Sorcery and the GANGBUSTERS® game.

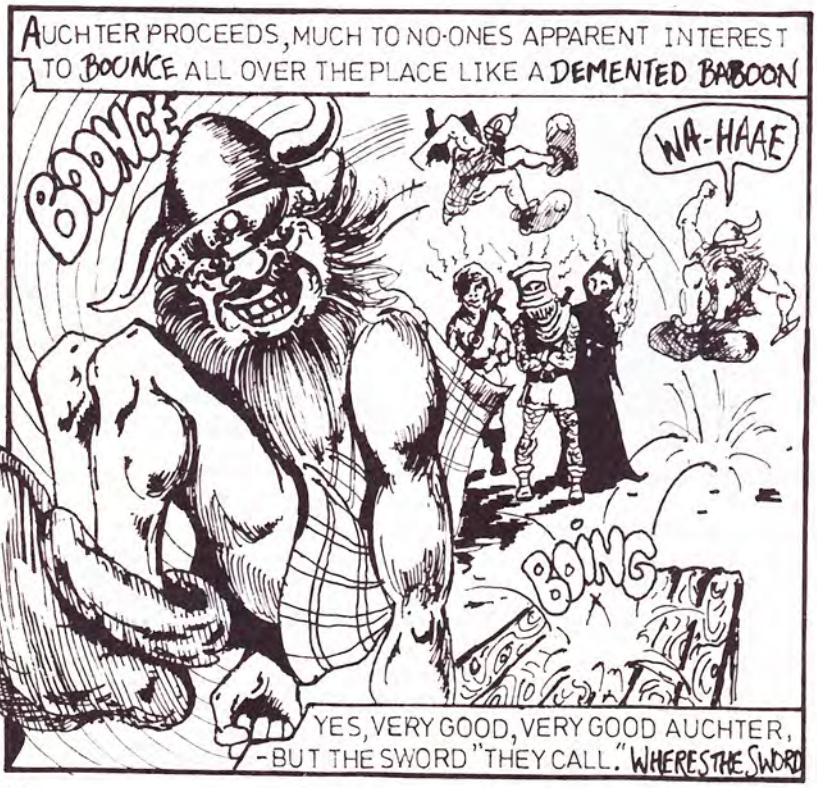
OTHER RPGs
like Champions and Earth 2020.

WARGAMES

Could you write interesting, informative and incisive reviews in one of these areas? If so, send a sample of your work, 300 words long, to IMAGINE magazine. We have always been proud of the objectivity and quality of our reviewers — have you got what it takes to join them?


THE SWORD OF ALABRON
By:- Ian Williamson


AUCHTER IS FOUND, THE PARTY CANT CONCEAL THEIR JOY. AUCHTER, A LITTLE DUBIOUS OF THEIR AFFECTION THINKS THEY MIGHT JUST BE LAUGHING AT HIS NEW RATHER LARGE BOOTS.
"WHAT HAPPENED?" THEY ASK EXCITEDLY. "HOW DID YOU GET OUT OF THE PIT?" "HOW DID YOU FIGHT THE ORC" WHERE DID YOU GET THOSE "STUPID" BOOTS?
AI'LL TELLYE 'SO LONG AS NO-ONE CHUCKLES..! FUST AI FLOAT'D LIKE A LI'L BUDDY, WI' WINGS. THEN AI SAW THE ORC.. HE WUS DEED. HE WUS LIKE JELLY SO AI D'NAE THINK HE FLOAT'D DOON!
THEER WUS A SWORD AN' A BEG WHEP! AND THE ORC.. (ARE YOU LAFFEN?) WELL HE HAD BEG BOOTS ORN, AN' THEY'RE MINE, ARM KEEP'N 'EM, COS THEY BOONCE! AI'LL SHOW YE'!


AUCHTER PROCEEDS, MUCH TO NO-ONES APPARENT INTEREST TO BOONCE ALL OVER THE PLACE LIKE A DEMENTED BABOON
BOONCE
WA-HAAE
BOING
YES, VERY GOOD, VERY GOOD AUCHTER, - BUT THE SWORD "THEY CALL." WHERE'S THE SWORD

OH... THE SWORD. ITS OVER THEER - DID Y'NO' LIKE M' WIZARDY TRICKS?!
THE "MAD DWARF" SPEAKS TRULY. I SEE THE SWORD.. NIGHTSWIFT!

So...
THE SWORD OF ALABRON! CAN IT TRULY BE..OURS?
BRILLIANT..WE DID IT! WE DID IT! LET'S GET GOING, LET'S GET OUT OF HERE!
NO...WAIT A MINUTE! I SEE NOT THE SEAL OF ALABRON, ONLY THE WORDS "COME ON BABY, LIGHT MY FIRE!?"
AND...
PYROTECHNICUS AMAZINGUS!
'TIS A FLAME TONGUE, +1, (+2 vs avian; +3 vs trolls and +4 vs undead!) WOW!
HOW DO YOU KNOW?
ER...UM..JUST A GUESS.
WHATEVER IT IS, ITS NOT ALABRON! COME, THERE IS MUCH TO DO.
THEY CONTINUE..
...DOWN A WINDING "CENTURIES OLD" CORRIDOR
ER, AUCHTER, I'M NOT BEING RUDE, BUT ARE YOU GOING TO DRAG THAT ORC AROUND FOR THE REST OF THE QUEST?"
AI NIGHTSWIFT! ARM TAK'IN HIM HOME F' TEDDLES!
WHO'S TIDDLES?
"TEDDLES?" HE'S M'DOGGY!
KRELLS ARACHNIDS! "THE WEB OF A THOUSAND SPIDERS."
..OR THE WEB OF ONE GIANT ONE...
(why me? why?)

THEY ENTER THE "EERIE GROTTO" OF SILKY VEILS...
REALLY NIGHTSWIFT! SUCH AN "UNLAWFUL" SUGGESTION. I SHALL LEAD.. (just make sure DEXYS doesnt RUN AWAY!)
IT'S ALRIGHT I'M JUST CHECKING THE REAR
YOO CHICKEN THEEF!
THIS IS A LITTLE WORRYING COULDN'T WE JUST PUSH THE ORC IN FRONT?
HIS NAME'S BOG AN'HE IS NAE GO'IN IN FRONT!
TH-THANK YOU. O-OH M-MASTER!
SHUT YER GORB ORC FOOR AR' BOONCE ORN YE!
HEY ANYBODY KNOW "TROGLODYTES TROGLODTES" IS THE LATIN NAME FOR THE WREN."
GETT'N NERVOUS WIZARD?
ME?. N-NO...
AUCHTER! STOP MAKING THAT NOISE.
DONT BE "STUPID." HOO COULD AR' MEEK THAT..?
CHAKKA CHUKKA
CHIKKA CHUTTER
HOW INDEED.?
THEN...IT WAS SOMETHING IN THERE!
DISTANTLY, THE UNMISTAKABLE SCRURRYING OF MANY HAIRY LEGS GROWS UNTIL IT MANIFESTS ITSELF WITH TERRIFYING CLARITY!
ACH! BRILLIANT, AI'LL TAK' IM HOME FOOR TEDDLES TOO.
SCUTTLE
NEXT "PREY?" FOR YOUR GODS